ZERO

Win an hour's snooker with Jimmy White!

See details inside.

GAMES ST AMIGA PC CONSOLES

SEPTEMBER ISSUE 23

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1 Er, excuse me, um... this is a newsagent's and you're er... topless... um, and there are children present. Please ask your newsie for another disk so you can cover yourself up right now. It's an outrage! Mumble, mumble...

FAB *DOUBLE DISK* ISSUE!!!

2 Look um... I'm sorry to bother you, um... but we can see your bottom now. Will you please ask the newsagent for another disk for the sake of public decency. A grown person like you – you ought to be thoroughly ashamed of yourself. Mumble mumble...



IT'S FLAMIN' HOT!

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SCOOP!!!

- Shadow Sorceror
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- Jimmy White's Whirlwind Snooker
- Mega Twins

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CRUISE FOR A CORPSE



Screen shot from CBM Amiga

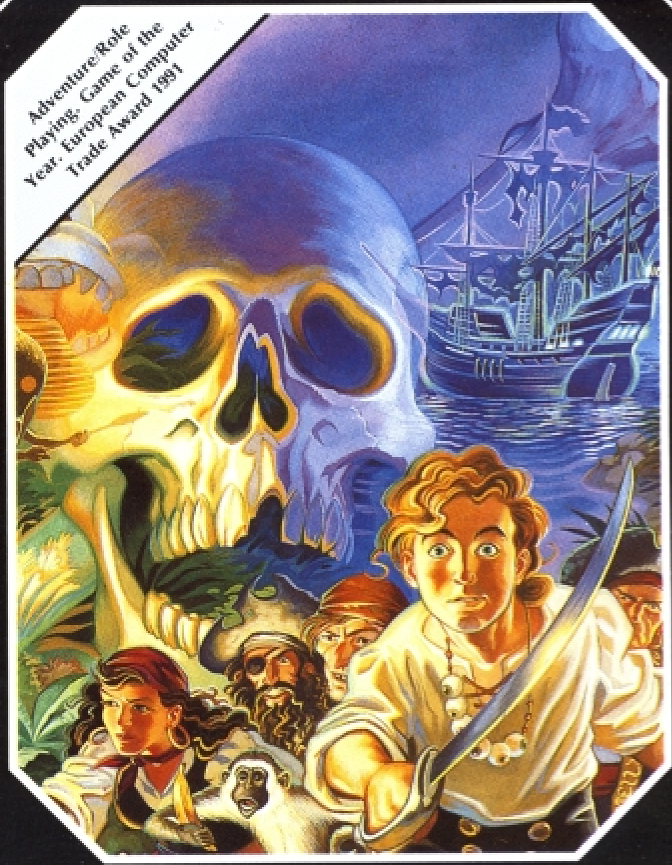


Based in the 1920's, Inspector Raoul Dussentier is aboard a ship in the Mediterranean. But no sooner has the cruise begun when Raoul is summoned to investigate a crime – the murder of his host Niklos Karaboudjan, the Greek shipping magnate. It's up to Raoul to throw some light on this sinister mystery!

- *Wide range of actions, including the option to question other characters in true Agatha Christie style.*
- *PC version features 256 colours, Ad Lib & Roland sonic support.*
- *Amiga version features 32 colours.*

ATARI ST, AMIGA & PC (CGA, EGA, VGA, TANDY AD-LIB & ROLAND).

THE SECRET OF MONKEY ISLAND™



Screen shot from PC



A comedy set during the "golden age" of piracy in the Caribbean. The game's twisty plot leads our hero, fresh from the old world, on an hilarious, complex, swash-buckling search for the fabled Secret of Monkey Island.

- *Features dazzling 3D graphics, an original reggae sound track and a point 'n' click no-typing interface.*
- *A wide variety of original entertaining puzzles, unravel hidden meanings in hilarious repartee.*
- *Proportionally scaled animated characters and cinematic pans and camera angles.*

ATARI ST, AMIGA & PC (EGA, CGA, VGA, MCGA, AD-LIB and SOUND BLASTER).

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RK OF A WINNER

ARE SOURCED FROM AROUND THE WORLD OR CREATED AND INNOVATIVE DEVELOPMENT TALENT.

EYE OF THE BEHOLDER



Screen shot from PC



This award winning game is an unbelievable task for beginner or veteran, but believe this, whatever your role-playing experience, Eye of the Beholder will SURPRISE, STIMULATE and CHALLENGE you every step of the way.

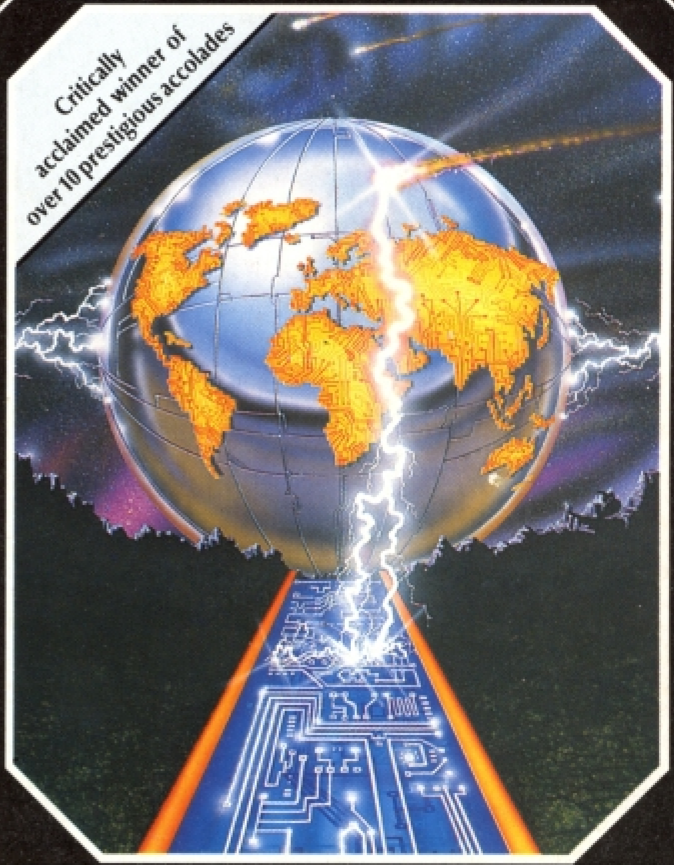
"INCREDIBLE!! EYE OF THE BEHOLDER! DUNGEON MASTER FINALLY BEATEN!" C&VG.

"EXCELLENT! Well worth getting hold of a copy!" Amiga Action.

- *Incredible graphic presentation and user interface makes the game state-of-the-art for RPG adventure games.*
- *Over 150,000 copies sold worldwide.*

PC (EGA, CGA, VGA, MCGA, Ad-Lib) and AMIGA.

CYBERCON III



Screen shot from CBM Amiga



Cybercon III is a game of Epic proportions.

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"With excellent graphics and acres of gameplay, Cybercon III plunges you into the heart of a defence complex with over 400 unique locations. GREAT STUFF!" Zero Hero.

ATARI ST, AMIGA & PC.

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

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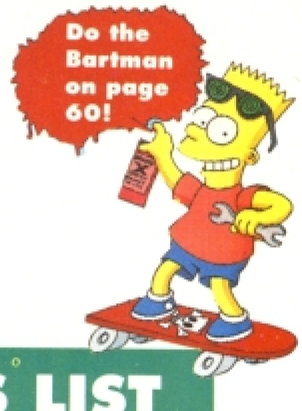




Also available:

Defender of the Crown, Strike Force Harrier, Speedball, Rocket Ranger

ZERO 23





This is outlaw country! Cover game, page 60.

ZERO
14 Rathbone Place, London W1P 1DE.
071- 631 1433

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ADVERTISING Simon Whitcombe
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071-580 8908
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ABC **53,634**

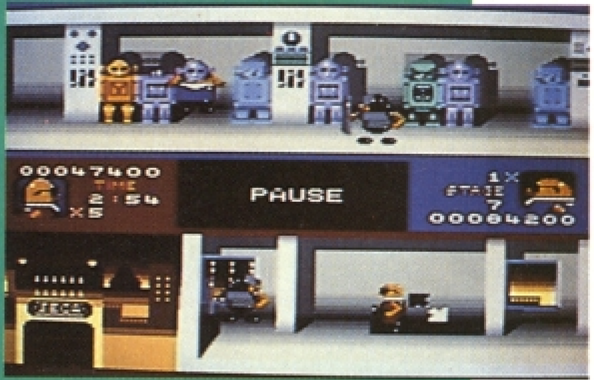
COVER PHOTO: Courtesy of Warner Bros.
Spine Fact supplied by Peter Treston.

GAMES LIST

So many pages! So many games! So many, er... words!



Thunderhawk – page 38.



It's Bonanza Bros! Where's Hoss?

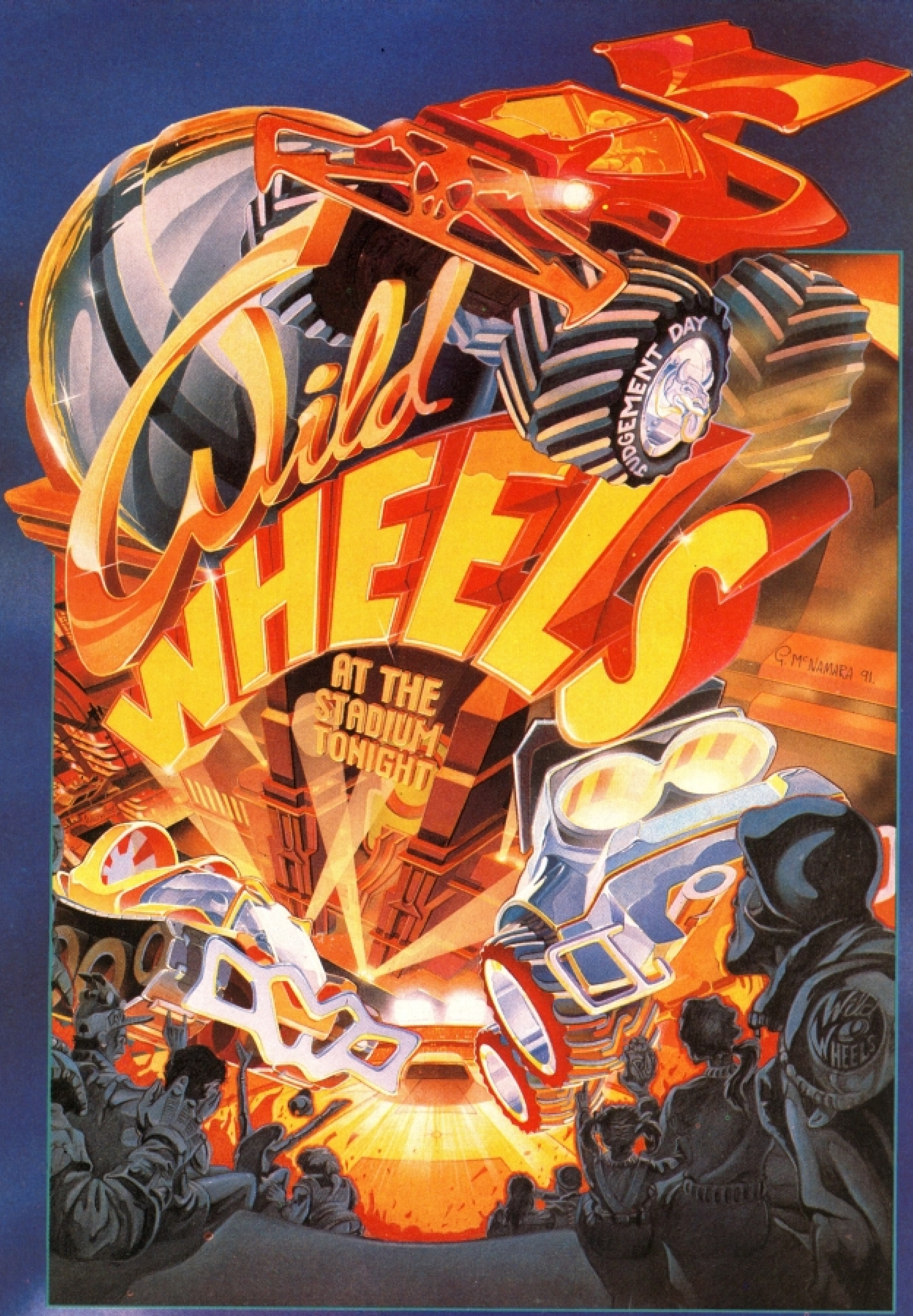


Capcom's *Mega Twins* come home – page 44.

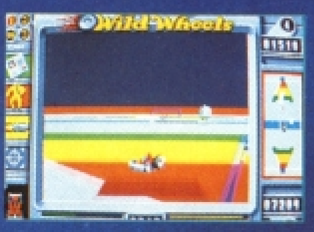


st thingopen in fairy tales - but nothing so strange as
nces yd encounter on your travels as **Cornelius the**
gic ring cast many spells, increasing in power as you
er into nystical lands of gooks and goblins. Even the
ds, low-eings with the IQ of a cold-steel rivet, are on a
ampaigey may seem a little backward to start with,
rivet-ded, bovver-bullies will soon become
us, tricckies if you let them. Many weird, villainous
nd dev puzzles test your game-play technique and
c poweu can even control some of the background
res allo you to get to where you think you should be.
ecret aie deep within the forest where vital clues can
h your c, but beware...
nost materialise to haunt you!

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My head is thumpin', and my heart is pumping the adrenalin around every vessel of my hyper-tense body - the 'driving unit', that will be shoe-horned, wedged like a Colt 45 into its holster, as I am placed into the command seat of my vehicle - ready to enter the arena of play... and combat.

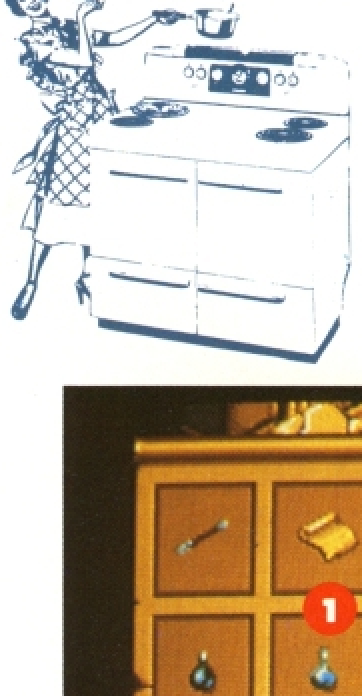
"Wild Wheels" they call us. Combatants who play a **"game"** - a game where there are two ways to lose... down on points or down on fuel - the fuel of life! And our **"kit"** for action are the finely honed masterpieces of engineering... machines that will pole-axe the opposition, melt them, crush them, detonate them into a million white-hot, speeding grains of shrapnel. The **'kit of death'** where many of us will experience our last, final, blinding flash. Now, in the arena, the game becomes a struggle to win, a fight for life. The noise from the screaming crowd is drowned by the incessant roar of the mighty heart of this mechanoid beast, its engine pushing out every ounce of power to keep me just ahead, and delivering a heavy, sickening blow into my back as it accelerates at my command. Taking aim, I firm up every muscle ready for the great burst, the deafening scream as I unleash my lethal messenger... and its message - **"GAME OVER!"**

But that's just half the game story. Now **YOU** enter the arena... **ENJOY THE SHOW!**

ATARI ST / CBM AMIGA
IBM / AMSTRAD PC
& COMPATIBLES

TWICE AS GOOD

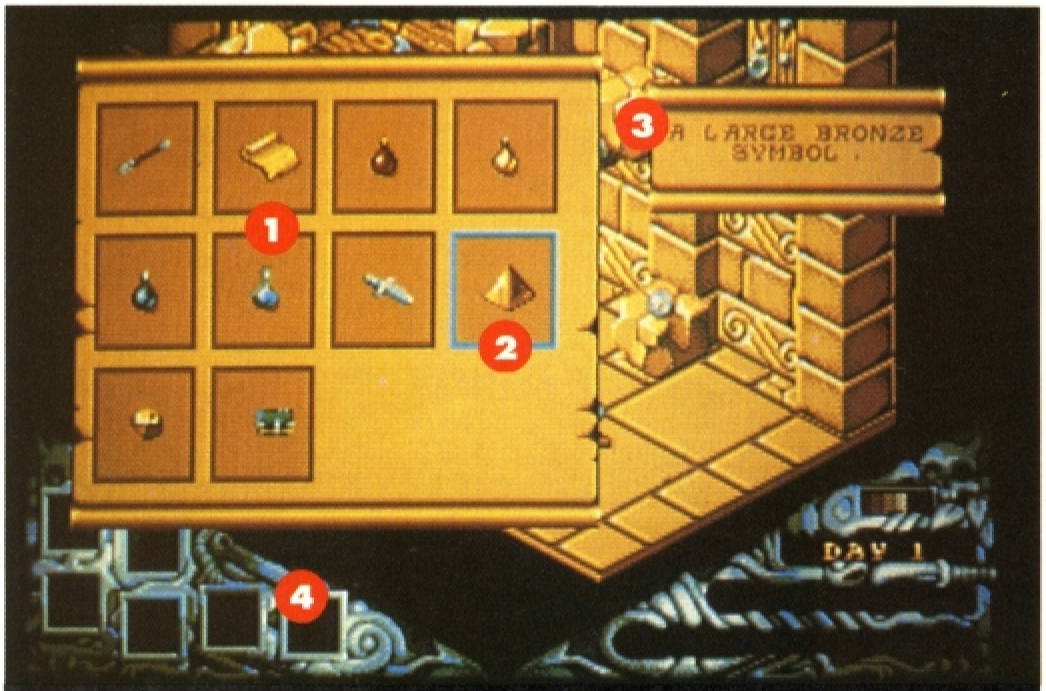
What's more fun than one disk stuck on the front of your mag? That's right – two disks stuck on the front of your mag. When those disks contain an exclusive *Cadaver* level, playable demos of *Myth* and *Thunderhawk* plus a rolling demo of *Jimmy White's Whirlwind Snooker* then you've got even more fun than a tree full of disks.



CADAVER
THE LAST SUPPER

Bitmaps/Renegade

Having successfully completed the Dianos Contract, Karadoc can't resist an invite to a feast in celebration of the villain's death. Pausing only to stuff a copy of *Into The Lair Of The Necromancer*, six aspirin and a well-thumbed copy of *Playdwarf* into his rucksack, he sets off to party at the bleak hostel, Zeigenhoff. He arrives to the strain of music, the smell of roasting boar, the prospect of free booze, free food and clean(ish) sheets. Nothing but pleasure awaited within. And if you believe that...



1 *The contents of your rucksack – and what a big rucksack kit it is!*

2 *Object you've decided to use – quite what you're going to use it for is a mystery.*

3 *Description of highlighted object – for the chronically stupid only.*

4 *When you've finished rooting around in your 'sack, gameplay icons will appear here, er... perhaps.*

PLAY THE GAME

During normal play, Karadoc is moved around using the joystick, while the fire button allows the player to jump. While holding a weapon or spell, the fire button fires/casts the item. The item held is displayed in a large window on the left of the status panel.

(Note: the 'h' key toggles a held object on and off.)

ICONOCLASTIC

On touching an object, the left hand status display reveals a series of icons showing actions that can be executed upon that item. Using the joystick, you can highlight the icons appropriate to the chosen item.

To use items in your rucksack, simply press the spacebar. A large window on the right of the status display shows the last item from your rucksack you used or picked up. To cycle through the items available, move the highlight box off to the left or right of the icons panel. By moving the joystick up and down, new items from the rucksack are displayed. Moving the joystick left or right returns the player to the icons panel. Pressing the spacebar again returns the player to the game.

FUNCTION KEYS

F1 – Map. A record of the rooms visited so far.
F2 – Toggles between using the fire button or the enter key to bring up icons.
F3 – Toggles between icons displayed as soon as you touch an item or after pressing the fire button.
F4 – Toggles between moving in 8 directions and moving in 4 directions.



Using the return key allows you to access an overview of the rucksack showing up to 16 items which can be scrolled by moving the joystick. Pressing fire selects the item and returns you to the 'small' rucksack display in order for you to select the appropriate icon. Pressing return when in the large rucksack returns the player to the game.

THE KEY TO YOUR LIFE

A bar located on the right hand status panel displays the health of the character, while a book located in the first room reveals gold, experience, health and percentage of rooms visited. All money that is collected will be deleted unless the item plays some part in a puzzle. Keys that are no longer needed are also deleted – this clears space in the rucksack.

Some potions or spells will be unknown when you find them. There are two spells which reveal unknown information. Read Magic will allow you to use an unknown spell and tell you its true name and function. Learn Potion allows the player to discern the nature of a potion if its name is unknown. Read Language translates foreign scripts. It is used for learning information written in runes or another tongue.

MOVE IT

Keys: To insert a key or something into a lock or something, touch the receiving object (hole etc), then the spacebar/return allows access to the rucksack. The item to be inserted is chosen and the insert icon activated.
Spells: Spells fall into three main categories. Spells which fire a shot (Magic Missile, Unlock Door etc), Room Spells (Freeze, Sleep etc) and Object Spells (Unlock Chest, Bless Weapon etc). The first two categories are cast by holding the spell and pressing the fire button. The object spells are cast by touching the object on which the spell is to be cast. The player then enters the rucksack and selects the spell he wants to use. A spell cast icon appears which, when activated, casts the spell.
Giving: When the player touches certain objects or characters, he may be able to give them an item by touching the recipient, entering the rucksack, selecting an item and then selecting the give icon.



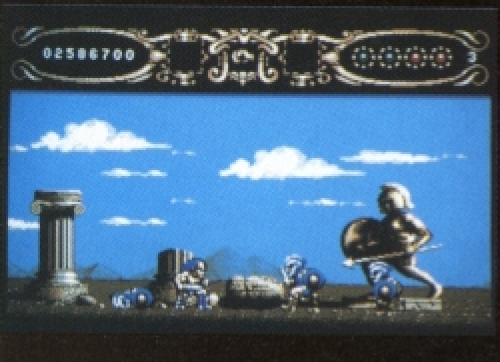
MYTH

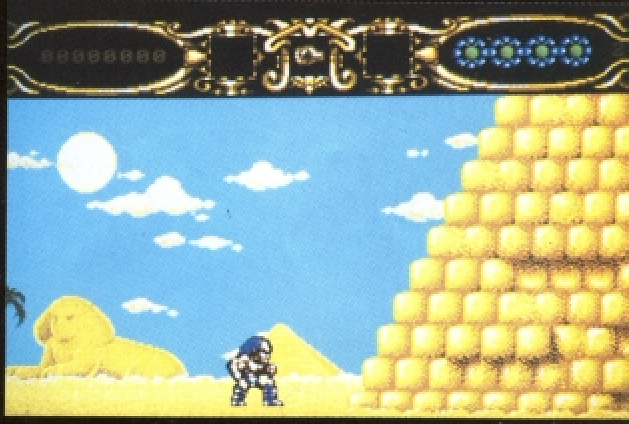
System 3

Some games are hell, but your demo of *Myth* simply takes place there. Now hell isn't a nice place to be, though it's a jolly nice place to look at. To survive, you're going to have to battle past no end of skeletons, harpies and all your other worst nightmares (actually, in a ZERO poll no-one admitted to having ever had a nightmare about a harpy). So what are you going to do? You're going to fight, aren't you?
Once you've feasted your eyes on the action, you'll be able to feast your eyes on some very beautiful demo screens. A taste of things to come.
But first you need to master the things already here. How do you do that? Read on.



Long Jump: Push joystick up/diagonal.
Vertical Jump: Push joystick up.
Crouch: Pull joystick down.
Pick Up Object: Stand over object and crouch.



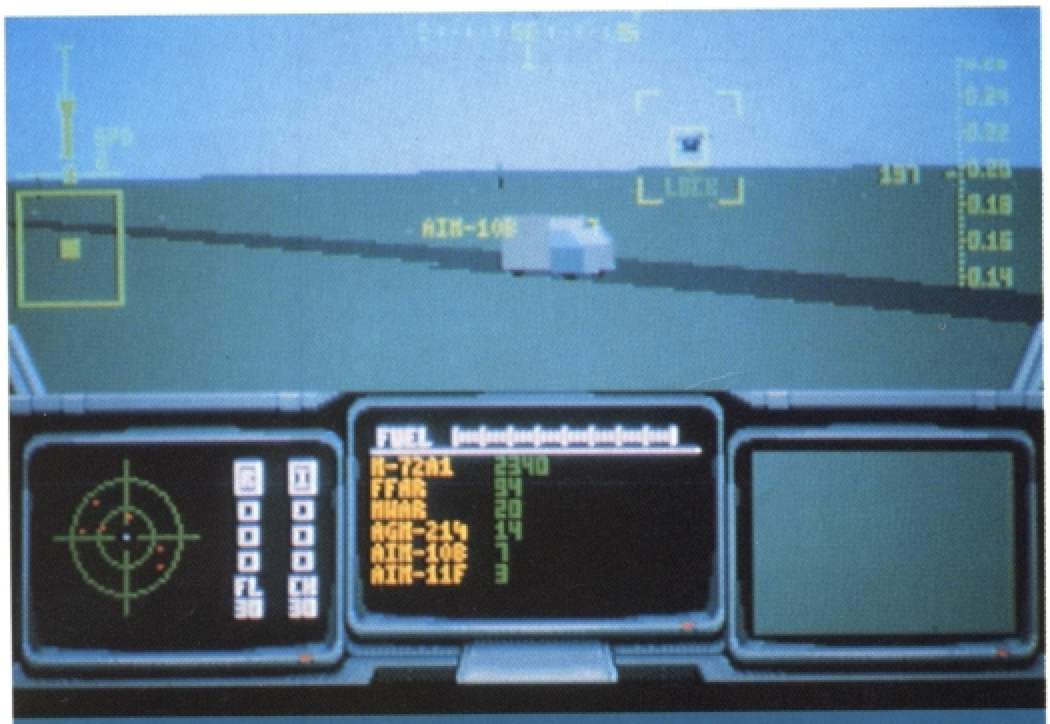


Choose Weapon: Left/right cursor keys scroll weapons in status area. (Middle window displays object in use.)
Select Weapon: Press space bar.

Unarmed Fighting: All with fire button pressed.
Punch: Push joystick right/left.
Kick: Push joystick down/diagonal.

Armed Moves: All with fire button pressed.
Stab: Push joystick left/right.
Backhand Slash (!?): Push joystick up/diagonal.
Mid-Air Swipe: Push joystick up.
Backward Swipe: Push joystick right/left (opposite direction to which character is facing)
Throw: Pull joystick left/right once object to throw has been selected.

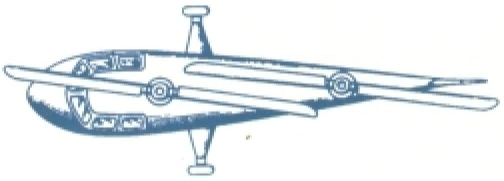




THUNDERHAWK

Core Design

Helicopters don't have wings. This might explain why they're so difficult to fly. (ZERO strikes to the heart of aeronautical problems.) However, as you'll know by now if you've read the review, once you've mastered the art of keeping *Thunderhawk* in the air there's a lot of fun ahead. Take off, head up-river and let rip at everything that gets in your way: bridges, trucks, SAM sites, ammo dumps, large green dinosaurs... *(Eh? Ed.)* If they're there, destroy them. Here's how you do it...



MOUSE CONTROLS

Left/Right: Bank left/right.
Forward: Tilt nose down (go forward, depending on speed).
Back: Tilt nose up (go backward depending on speed).
Right Button + Forward/Back: Increase/decrease engine torque.
Right Button + Left/Right: Rotate with tail rotor (only if hovering).
Click Right Button: Change weapon.

WEAPONS
GUN: 15mm 3 barrel rotary canon.
FFAR: Folding fin aerial rocket.
MWAR: Multi-warhead aerial rocket.
MK-82: 500lb low drag bomb.
MK-83: 1000lb low drag bomb.
AGM-214: Laser guided anti-armour missile.
AGM-65P: Optically guided air-ground missile.
AIM-10B: Short range IR missile.
AIM-11F: Medium range radar guided missile.
FLARES: IR decoy flares.
CHAFF: Radar decoy.

Left Mouse Button: Fire weapon.
Click Left Mouse Button With Right Held Down: Change designated target.

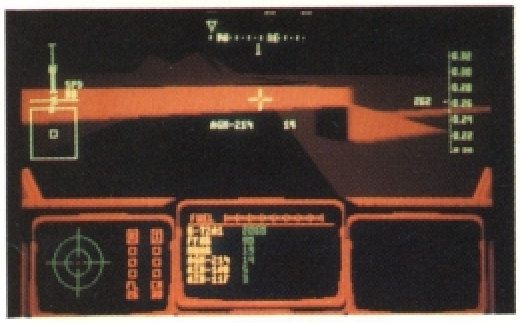
KEYBOARD CONTROLS

F1: Toggle Radar Jammer.
F2: Toggle IR Jammer.
C: Activate long-range targeting camera.
F: View from target.
G: View from weapon.
H: Return to normal.
M: Overload map view+/- to zoom.

NUMERIC PAD



ENTER: External view.
0: Rotate 90° around helicopter.
1: Rotate 90° over helicopter.
3: Rotate over helicopter.
2 & 8: Rotate over helicopter.
4 & 6: Rotate around helicopter.
7: Zoom in.
9: Zoom out.
NB. Certain targets can only be destroyed by specific weapons, er... hang onto your bombs.



JIMMY WHITE'S WHIRLWIND SNOOKER

Virgin/Playable Demo

How do you approach the ZERO cover disk? Do you rip it off the front, stuff it into your machine and promise you'll get round to reading the magazine later. Or do you prefer to savour the sense of anticipation? Do you make yourself a nice cup of tea with a plate of your favourite biscuits, sit down in a comfortable armchair and read ZERO from cover to cover? Only then, having carefully studied the instructions, do you go on to actually load up the disk.

If you fall into the latter category, *Whirlwind Snooker* will need no introduction to you. It's reviewed in this issue and there's even a rather fab compo to go with it. Ah, but you're a disk grabber, aren't you? So you don't know what it's all abaht. Well, o impatient one, *Whirlwind Snooker* is a rather fantastic snooker sim from Virgin. Just to whet your appetite we've included a rolling demo. Watch it. Now go and read the review. (It's so soul destroying. All that sweat and toil writing reviews and all anyone wants is the flaming disks. Honestly, what's the world coming to. Why, in the good old days...)



DISK-O-TEC

Problems with your disk? You tried putting it into that slot in the side of your machine and nothing happened? You've even tried turning the machine on and still nothing happens? Oh dear. We can't do much about that, can we? Ah, but we know a man who can. Here's what you must do...

1. ***Pop the disk, a note explaining the problem and an sae into an envelope or jiffy bag.***
2. ***Send this little lot to: ZERO Disk Returns, PC Wise, Unit 3, Merthyr Industrial Park, Pentrebach, Merthyr Tydfil, Mid Glamorgan, CF48 4DR.***

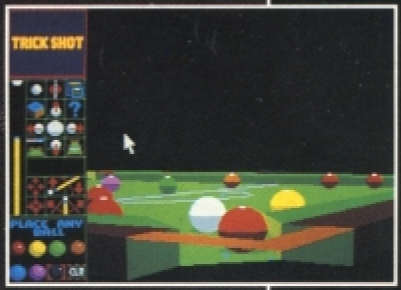
N.B. ST OWNERS WILL NEED A DOUBLE-SIDED DISK DRIVE.

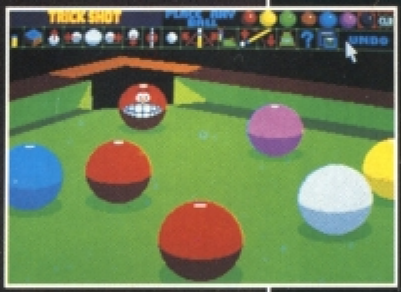


JIMMY WHITE's 'WHIRLWIND' SNOOKER

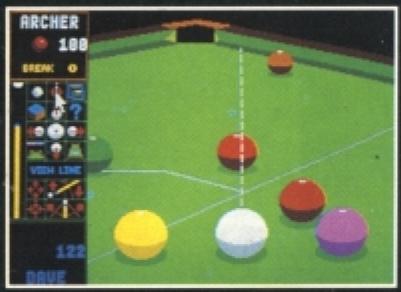
BY ARCHER MACLEAN











ACE 930 · THE ONE - 95% · ZERO - 93% · C&VG - HIT · AMIGA POWER - 90%

JIMMY WHITE'S *'WHIRLWIND'* SNOOKER
IS THE FASTEST, SMOOTHEST SNOOKER GAME EVER CREATED.

The only snooker game to achieve a maximum 147 break.
View the table from any angle.
Rotate and zoom in on any ball • Use swerve or spin, but chalk that cue!
4 skill levels • 1 or 2 player.
Practice, trick shot and demo modes • Every break off is unique.
Save games and highest breaks • Digitised applause and sound effects.

Virgin GAMES

Oi!

PITFIGHTER

● This forthcoming gem from Domark is not, as its title might suggest, a game about a nasty, vicious dog on the loose. It is, in fact, Teque's conversion of the Atari Games coin-op. It's a two player beat 'em up featuring three rather vicious characters – Buzz, Kato and Ty. Each character posesses different attributes, so choose carefully: Buzz is a wrestler, Kato a third Dan black belt and Ty a kickboxing champ. Then it's into the pit with a random opponent – all of whom possess extremely foreboding names like The Executioner, Chainman Eddie and The Ultimate Warrior, to mention a few.



Pitfighter is split into matches where you play a combination of different opponents using violent objects like chairs, motorbikes and knives. Every third round you undergo a grudge match where if in one player mode, you'll fight an identical computer opponent, er... with different coloured trousers, or if in two player mode, you'll fight each other. At the end of the twelfth round, it's time to confront the masked warrior in the championship match. But perhaps the most promising aspect of *Pitfighter* is the fact that each player is awarded a sum of money at the end of the round. Guaranteed to go down a storm in the ZERO office.

● Available from Domark in November on ST, Amiga and PC, price £24.99.



◀ **Packing a potent, pectoral punch in *Pitfighter*.**

ST CHART

1. **MAN UNITED EUROPE** Krisalis
2. **MIDWINTER II: FLAMES OF FREEDOM** MicroProse
3. **LIFE AND DEATH** Mindscape
4. **RBI II** Domark
5. **GODS** Renegade/Bitmaps
6. **CADAVER – THE PAY OFF** Renegade/Bitmaps
7. **ELVIRA** Accolade
8. **LEMMINGS** Psygnosis
9. **WARZONE** Core Design
10. **SPEEDBALL 2** Mirrorsoft

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.



"Nice sound, animal."

IT'S MONSTER!

And what have we here? A smart little plug thing that might well have been designed for Nigel Kennedy. Going by the name of the Monster Stereo Cartridge, it may at first seem that this little number has pretensions above its station. But, used in conjunction with your ST, it will produce glorious stereophonic sound. The cartridge is compatible with all software and will output all sound through your hi-fi. It can also output samples ported from an Amiga and play tracker music or chip music in stereo. To sample Vivaldi at his best contact MPH Computer Specialists on (0603) 503382.

HANDS OFF NINTENDO

In the light of recent adverse publicity regarding video game addiction, Nintendo is keen to promote a more caring side to its money-spinning mass market domination. Along with its press pack being full of quotes from psychiatrists saying how much 'social value' there is in Nintendo, it commendably announced the launch of the NES Hands Free controller. Developed in response to the needs of a physically impaired 12 year old child in Oklahoma, the controller requires no 'hand or arm use and a minimal amount of head and neck dexterity'. No UK release details are available at present, but the controller will be available in the US direct from Nintendo Of America at a price of $175 (plus shipping and handling). No UK marketing details are available at present, but keep an eye on Grapevine for future news.



Nintendo cater for disabled gamers.

PC CHART

1. **CHUCK YEAGER'S AIR COMBAT** Electronic Arts
2. **CASTLES** Electronic Arts
3. **3D CONSTRUCTION KIT** Incentive/Domark
4. **MARIO ANDRETTI'S RACING CHALLENGE** Electronic Arts
5. **SPACE QUEST IV** Sierra
6. **ATP** Sub Logic/Microsoft
7. **JET FIGHTER II** Velocity/US Gold
8. **SIM CITY** Populous/Infogrames
9. **WING COMMANDER** Origin/Mindscape
10. **RED BARON** Dynamix/Sierra

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

LEATHER GODDESSES OF PHOBOS 2



● Not content with the raunch of *Leather Goddesses 1*, Steve Meretsky (of *Hitchhiker's Guide* and *Zork Zero* fame) is currently designing a sequel aimed to satisfy the lustful desires of religious bikers. *(Are you sure? Ed.)* Er... the game begins as a monster from outer space lands in Atom City, a fifties American town teeming with pin-ups, big cars and gas pumps. When this alien realises he has no taste for coke and 501s he tries to hoof it back to his home where scantily-clad leather goddesses abound. Sensible chap. However, the beauty of this first Infocom 'multi-media adventure game' is that you'll be able to play it as one of three characters: a guy, a gal or a monster, in three totally different adventures. The other characters will interact appropriately, depending on the character you choose, and we're promised an enhanced point and click interface, digitised voices, animation and a trip to the monster's world(!)

● Available in late October/November from Activison on PC, price tba.



PLAN 9 FROM OUTER SPACE

● Gremlin, as usual, has got its finger on the pulse. It's all set to release a film licence. With its habitual marketing foresight, the company has not tried to strike a deal for the *Silence Of The Lambs* licence. Oh no, it's gone for a far greater scoop – *Plan 9 From Outer Space.* Not to be deterred by the fact that the film was awarded the Golden Turkey Award as the worst film of all time, Gremlin will be releasing an arcade adventure featuring over 50 digitised sequences from the film. And what, you may ask, *is* 'Plan 9'? Well... it's the brainchild of an alien race who have failed eight times to annihilate the human race. They hope that this time their plan of resurrecting various dead humans from beyond the grave and forcing them to wander around the earth will succeed. If you've been unfortunate enough to see the film you'll know the outcome, but even if you haven't, you're still in with a chance. Gremlin is rather generously including a video of edited highlights with the game pack to drive you to despair.

● Available from Gremlin next April on ST, Amiga and PC, price tba.

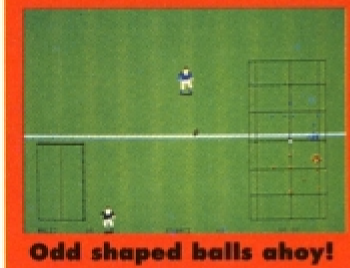
AMIGA CHART

1. **F-15 STRIKE EAGLE II** MicroProse
2. **EYE OF THE BEHOLDER** SSI/US Gold
3. **SECRET OF MONKEY ISLAND** Lucasfilm/US Gold
4. **PGA TOUR GOLF** Electronic Arts
5. **GODS** Bitmaps/Renegade
6. **LEMMINGS** Psygnosis
7. **CENTURION** Electronic Arts
8. **RAILROAD TYCOON** MicroProse
9. **MEGATRAVELLER 1** Empire
10. **SPEEDBALL 2** Mirrorsoft

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

WORLD CLASS RUGBY

● Rugger, eh? What a mucky old game it is. No sooner have you got the ball than you're dragged to the ground or are forced to participate in an embarassingly tactile scrum. *And* it's the favourite sport of the Welsh and the French –



Odd shaped balls ahoy!

need we go on..? Well, despite this, Audiogenic is going on to release a rugby game, which looks rather like a rugger version of *Kick Off,* except with slightly bigger sprites. So you'll be able to play dirty in the comfort of your own home and take on the numerous rugger-playing nations(?) – after you've thrashed the French.

● Available from Audiogenic in September on ST and Amiga, price to be announced.



ON THE GRAPEVINE

● If you're a fan of Delphine's graphically superb adventures, stand by for a celebration. Grapey has heard whispers of another product from the stylish French publishers and yet again it seems to be shaping up nicely. Programmed by half the *Future Wars* team and already two years in development, the game goes by the name of **Another World** and our spies tell us it's looking outstanding – being rendered entirely in vectors. What's the betting we don't see it before 1995?

● Whenever it does turn up, it'll be marketed by US Gold – as will the sequel to SSI's *Dungeon Master*-inspired adventure, **Eye Of The Beholder II.**

● Electronic Arts is also dabbling in the sequel market, with **PGA II** currently under development. The original was a ZERO Hero and won Dunc a lot of money in competition against his less able colleagues. Another sports sequel from EA is **Earl Weaver Baseball II** for the PC. As well as improved gameplay it's going to be crammed with 1990 player statistics.

● This month's additions to the booming compilation scene come from System 3 and Electronic Zoo. System 3's modestly titled **Premier Collection** contains *Tusker, Flimbo's Quest, IK+* and *The Last Ninja.* The Zoo's **Star Collection** of PC games boasts ten games for £25.99, including *Treasure Trap, Paris Dakar* and *Skidoo.*

● More good news on the bargain front comes from Gremlin, who have just signed Millennium to their new budget label G.B.H. Planned releases include *Cloud Kingdoms, Kid Gloves, Resolution 101* and the much loved *James Pond.*

● *Team 17* – a group of PD programmers – have taken the brave step of starting to publish their own games. Just to prove that God isn't always on the side of the big battalions, their recent release *Full Contact* topped the Gallup software chart, which is no mean feat. (Well it's a slightly mean feat, since so little product is sold in the summer.) They are currently working on a game based on that loveable **VW, Herbie the Beetle**.

● Perhaps software companies are beginning to feel that football has been done to death, since more and more sports are getting a 16-bit airing. The latest sport to get the once over is rugby. Audiogenic's contribution is previewed here, whilst Domark is rumoured to be tying a big licence to its game which they claim will be the *Kick Off* of rugby. Surely not the last time we'll hear that claim this year.


DEUTEROS
Actual 16 Bit Screens
THE NEXT MILLENIUM
It is the end of the 31st Century. Nearly one thousand years ago man colonised the moon, and from there created a range of human mutations which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.
Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilisation, and forgotten about past adventures.
Deep in Earth City, plans have been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.
You must control the training, research, resources, production and stores of Earth City in a complex strategic battle to maximise the planet's supplies. You must construct and pilot the hi-tech space shuttles and ships needed for mankind to venture out into the furthest reaches of the war-torn solar system. Operation Deuteros has begun.
Available in August on Amiga & Atari ST
ACTIVISION
Copyright © 1991 IAN BIRD



LETTERS

Controversy rages in this month's Letters page. Who is the sexiest critic on the ZERO team – soft, pouting Jane Goldman or hard as nails, gun-toting psychopath David 'McVicca' McCandless?

CHEAT

I am in a bit of a pickle. One day I was watching *Neighbours* and I saw Todd Landers and Josh Anderson break into their school's computers and change their exam results. So, with my exam results being pretty low recently, I decided to slot a black painted Rice Crispies packet onto the back of my Commodore 16, switch on the computer and type "BREAK INTO SCHOOL'S COMPUTER" just like in *Neighbours*. Unfortunately this didn't work. Please can you help?

Julian Ware, West Bridgford, Nottingham.

Look, you lot – flaming Black Shape is back now, so why don't you plague him with your insane ramblings. This is the serious, Radio 4 part of the magazine. By the way, the command you want is '10 ENTER SCHOOL COMPUTER 20 LET A = A+B' (where A is your exam result and B is the pass mark). **Ed.**

GET TO GRIPS

I was wondering if there are any wrestling games for the ST. I saw one ages ago for the PC, but I can't remember the name of it. One more thing – about how much is a Super Famicom in Japan?

Aidan Leacy, Bishop's Stortford, Herts.

Someone out there is going to make a killing – we get a million letters a week (well... quite a few) asking when a wrestling game will be released. Ocean looks a prime candidate for the megabucks, since it'll be releasing WWF (World Wrestling Federation) *for Christmas. The Super Famicom costs about £35 in Japan and has been available since about 1815.* **Ed.**

SUB STANDARDS

As a ZERO subscriber I have just renewed my subscription, as it is one of the best deals around. Non-subscribers don't know what they're missing, as the newsletter is as funny as the magazine. It is certainly the dog's – no, make that the Japanese Tosa's. On that note, ZERO may be the dog's, but the ZERO ST just talks them. I only have one thing to say to that heap of spare parts: "Even the C64 has hardware scroll, where's yours?" Keep up the great humour and continue with the well weird compos and do some more computer show reports, as I find them most informative – I try to get to at least two a year. Long live *Up Pompei!*

Frazer Drew, Swadlincote, Derbyshire.

That's all very kind, mum, but I've told you not to write to me at work. **Ed.**

FLIGHT OF FANCY

I've got a problem with my Gameboy version of *R-Type*. It says on the box: 'For use on Japan only'. Have you any fund-raising ideas for the plane fare, 'cos I'm dying to play this arcade marvel.

Mel Gibson, Co. Londonderry, N. Ireland.

Your best plan would be to make a few more Mad Max/Lethal Weapon *sequels and keep away from the Shakespeare. That way you'll soon have enough money for the air fare.* **Ed.**

THE ZERO DIET

What have you been feeding your mag with? It has got a lot thinner. It has gone from a chunky half cm of 139 pages to only 99 pages. What has happened????

Charles Burrows, Tiverton, Devon.

Like most of us, ZERO likes to shed a bit of weight during the summer. Partly because there tend to be less games to review, but also so that there's no embarrassment when it's time to don the beachwear. **Ed**. *And talking of beachwear...*

ME TARZAN, WHO JANE?

Why is Jane Goldman always featured in the reviews section, when she doesn't write any? Is it because she's the only truly beautiful person on the staff?

Ignatius J. Reilly, London.

Jane may or may not be the only truly beautiful person on the staff (my Auntie Ethel thinks I'm very beautiful), but she unquestionably writes reviews. In fact, she writes the whole of Console Action. *So there!* **Ed.**

THOSE WE HAVE LOVED

It's too much! You slag me off! I can't help it if I can't spell or write decend *(sic)* letters! I'm a stupid little knob end with an addictive tendancy*(sic)* to write crap and pointless letters.

I'm fed up with your magazine slaging*(sic)* me off all the time. How much can a boy take? I know I've got a stupid name but don't blame me, blame my mother and father, Quintin and Winifred. From now on I'll read ACE. Fairwell, stupid basts.

Ludwig Ledbury, Wantage, Oxon.

Come back, Ludwig – we didn't mean it. Life wouldn't be the same without you. Don't cut off your nose to spite your (f)ACE... hang on, there's something funny here. Is this letter a forgery? A fake Ludwig? The concept is too frightening for words. **Ed.**

MACCA PIN-UP

I have been reading ZERO every month for some time now and it is my very favourite 16-bit multi-format magazine. There is one feature in particular which puts ZERO well above its peers. Is it the up-to-the-minute reviews and previews? Nope. Perhaps the scintillating and very generous competitions? Not quite, matey. The humorous letters and readers' pages maybe? Not a chance! ZERO's best feature is, of course, that wonderful young writer David 'Macca' McCandless. What a man! Easily the sexiest writer for, er... a 16-bit multi-format magazine. Let's have a few more pictures of him, please. Perhaps some full colour, full length centrespreads would be nice. Or several pages devoted to enlarged photographs of his best features (oo-er missus!) I would even be willing to sacrifice my ZERO badge for a few signed photos of the man himself. Fwoooar!

Catherine McCandless (Yes! That's right. I've married him in a secret wedding that was SO SECRET that even *he* didn't know about it!) Pudsey, Leeds.

Are you sure we're talking about the same person? We can assure you that full colour, full length centrespreads of our Macca wouldn't be at all nice. Nor would enlarged photos of his best features (which, for the record, consist of a brand new Kalashnikov and an unrivalled collection of Maltese hand grenades). Ah well, it makes a change from requests for photos of Jane in a bikini. **Ed.**

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.
Star Letter winners receive a ZERO T-shirt!
All letters win a ZERO badge.



SEAN 'BITMAP BROTHER' GRIFFITHS

ZERO presents the first of an occasional interview series, hosted in various parts of the ZERO office. This month, due to the pleasant weather, it's...

ON THE ROO



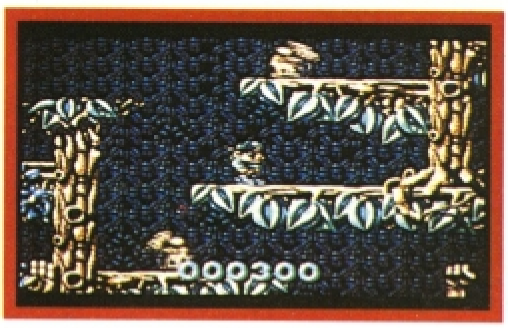
ZERO: Here we are then – a sort of Head To Head. Before we start we'd like you both to play each other's games and then pick holes in them.
SEAN: Eh? You mean you want me to slag off *Captain Planet*? That's a bit negative, isn't it?
ZERO: No, no, no. You don't have to be negative, just make a few objective comments. Go on Tony, have a go on Sean's game.
TONY: *Magic Pockets*? Oh. Er, I'm not very good at shoot 'em ups so I'm not going to get very far...
SEAN: (Bossily...) Yes, it's a terrible idea. I'll tell you what we'll do – I'll play through Magic Pockets myself, then Tony can show you his game when I've finished.
ZERO: Oh, alright then (bah). And afterwards we'll have a general chat.

MAGIC POCKETS

As demonstrated by SEAN GRIFFITHS



SEAN: (Wibbling a joystick...) So basically *Pockets* is about a kid with bottomless pockets. He's popped his favourite toys into these pockets and they've all got lost in the weird magic kingdom that's inside – he goes in to get them back.
ZERO: So the game takes place inside his pockets.
SEAN: Yes. At the start of the game you see him take a black hole out of one of them, drop it onto the floor and then jump through it into the magic kingdom within. That's where the game starts.
ZERO: So, it's a bit like Mirrorsoft's *Brat*. Did you nick any other ideas from that?
SEAN: Look, we didn't nick anything from *Brat*. *Brat* 'borrowed' from us. The original sprite from *Brat* was just a baby – it had nappies and everything. Then one day, after the programmers had seen some of the *Magic Pockets* artwork we had knocking around at Mirrorsoft, it suddenly sprouted shades and things. The whole Bitmap image. We've had a few problems with Mirrorsoft as it happens, but I can't really talk about it as... well, I can't really talk about it.
ZERO: Go on, we won't tell anybody.
SEAN: No. We're still under contract with them. I can't say a thing...
ZERO: Never mind. Carry on then...
SEAN: Eh? Where was I? Oh yes, *Magic Pockets*. Well, it's our first attempt at the 'cutsie platform game', and although it's totally original I must admit I've drawn some inspiration from other sources. Did you like *Rainbow Islands*?
ZERO: No.
SEAN: Oh... Well I did. I thought it was brilliant. There are loads of power-ups in the later levels that most people haven't even seen – and I borrowed a few ideas from there. *Mario Brothers* too, with the hidden doors and things. And *Flood*. Did you like *Flood*?
TONY: (Interrupting...) I didn't think it was very good. Ha ha ha!
SEAN: Oh come on, it was great. Anyway, *Magic Pockets* isn't like *Flood*. Like I said, it's pretty original. It's funny though, a couple of the things I've put into *Pockets* crop up in *Captain Planet*. Like the growing plant for instance... the beanstalk thing.
TONY: Hey, I didn't rip that off you know – I read somewhere that I did, but I didn't



F WITH...



Magic Pockets? What's the point of using a Betty Boo soundtrack in a computer game?
SEAN: (Stumped...) Er, well, it's quite pertinent actually...
TONY: Why use a Betty Boo soundtrack?
SEAN: Er, er... well, Betty Boo's very 'now', and *Magic Pockets* is a very 'now' sort of game.

– I just happened to have the same idea at the same time.
ZERO: There aren't really any new ideas left anymore, everything's been done before in one way or another.
SEAN: That's true. But the kid in *Magic Pockets* blows bubble-gum balloons so he can rise into the air – and in Tony's game the character inflates balloons to stop him falling from great heights.
TONY: A coincidence again. Ha ha ha.
ZERO: We'll get onto *Captain Planet* but what about the soundtrack to *Pockets* – *Doin' The Do* by Betty Boo. Has she played any Bitmap games? She's got an ST...
SEAN: Yes, that's right. She's got all the machines. I don't know whether she's played our games but she's got a Sega, a Gameboy...
ZERO: But have you MET Betty Boo?
SEAN: No, I haven't.
TONY: Hey, I've always wondered about this – what's Betty Boo got to do with

ZERO: Anyway, back to *Magic Pockets*. Play through a bit of it for us, would you?
SEAN: Sure. Well, here we have the underground cave level. Look, I'll show you the weapons – little whirlwinds. You can chuck small ones out very quickly, but if you hold the fire button down you can chuck big ones. Look, like this... Shit!
TONY: Ha ha ha!!!
SEAN: No, hang on – like this. Ha. See? And you can catch the nasties in them too – then when you pop the whirlwinds you get sweets to collect as bonuses.
TONY: Ha ha ha!!! Just like *Rainbow Islands*.
SEAN: Only a bit. Just a couple of ideas. There's different stuff as well. There's an underwater level, loads of power-ups and little problems to solve. It's brilliant. Let's see your game then.
TONY: Can we?
ZERO: Yes. Let's have a look at *Captain Planet*.


TONY 'LESLIE' CROWTHER

CAPTAIN PLANET

As demonstrated by TONY CROWTHER

ZERO: So what exactly was your brief with this game? After all, it is a cartoon licence.
TONY: I basically decided to do the game in exactly the way I felt like doing it.
ZERO: So you weren't told what to do at all? There weren't any restrictions whatsoever?
TONY: Well, I had to include some of the characters, but apart from *Captain Planet* himself (who has to be the main sprite for obvious reasons) I've kept them pretty much to the background. You can see them, but they don't play an integral part in the game – they're just stuck in at the back, doing nothing in particular. (Ha ha ha!!!)





ZERO: So what does Captain Planet have to do? The Bitmap Kid in Sean's game has to get his toys back...
TONY: Yes. And *Captain Planet* has to save the world from pollution.
ZERO: That's very 'right on'.
TONY: Yes, it is, isn't it? It's a very 'right on' game based on a very 'right on' cartoon. Ha ha ha!!! There isn't even any killing involved. You just have to clean everything up and save the dolphins and things like that. Look, I'll play a little bit of it to give you the idea. First you...
SEAN: Why aren't you using a joystick?
TONY: Eh?
SEAN: Why are you using the keyboard?
TONY: I always use the keyboard.
SEAN: Do *all* your games have keyboard options?
TONY: Yes. I think the keyboard's much better than a joystick, so I always include a key option.
SEAN: What's wrong with a joystick?
TONY: Nothing, I just prefer the keyboard.
SEAN: Can't you use a joystick or something???
TONY: But I prefer the keyboard.
ZERO: Tony prefers the keyboard, Sean. Go on Tony, run through a bit of *Captain Planet*.
TONY: Alright. Now what I'm particularly into is involvement in a game. If it doesn't involve me then I'll not play it for longer than ten minutes. Like TV or anything, I like to be lost, like totally immersed. I like it when someone walks up to me when I'm playing a game and I go "Aaargh" because I was in my own little world and didn't know they were there. Do you know what I mean?
ZERO: Yes, we know what you mean.
TONY: Well, *Captain Planet* isn't anything like that. Ha ha ha!!! (?) No, it is(?) There are five completely different worlds, and *Captain Planet* has a different power in each. Using these powers, such as air which gives him jet propulsion and fire which allows him to heat things up, he has to remove barrels of toxic waste and clean up polluted water and stuff like that. He...
SEAN: What are those things following Captain Planet around?
TONY: Those things?
SEAN: Yes, those things – those four things following behind him.
TONY: Well, they're like extra points. The more of them he picks up, the more points he gets for doing things right. If he destroys a radioactive tile on his own he gets, say, ten points – but if he's got six of those in tow he'll get sixty points.
SEAN: But what are they?
TONY: Ha ha ha! Er, they're little creatures. Little animals.
SEAN: What's the point of them?
TONY: I just said...
ZERO: What does Captain Planet's boulder power do?
TONY: Oh, that's level three. He has the power to produce boulders. It's like a sort of *Boulderdash*. Do you remember that game? You can push boulders along horizontal surfaces but once they've lodged in a gap or up against a wall you can't move them. It's where a lot of logic comes in. There's a way of doing it right, but if you panic it's easy to get it wrong.
ZERO: Where are the growing plants that Sean reckons you nicked from *Pockets*.
TONY: There's one. With the power of water you can make it grow and then you can climb up it onto the higher platforms.
SEAN: Hrrmph! It's just like the *Magic Pockets* one. You have to water that too.
TONY: Ha ha ha ha ha ha ha ha ha ha!!!



ON THE ROOF... (Continued)

Having turned the Amiga off and calmed Tony down a bit we try to ask some serious questions

ZERO: So who do you think's going to win the console war, Sega or Nintendo?
TONY: (Snigger.) I hope Nintendo. I think it's got the right way of selling software. Nobody can sell stuff for Nintendo machines unless Nintendo approves it which means the market's not flooded with crap – a software house is only allowed to sell so many titles, so it picks its best ones.
SEAN: What about the Famicom? Some of the software for that is really crap.
TONY: Errrr... yes, but, er...
ZERO: And surely the more competition there is in a market the better deal there is for the consumer?
SEAN: Errrr, yeah, but the way Nintendo does it means it's got the monopoly, which means more money to invest in developing; and it all comes down to that. "Can we develop something now? We've got to get it out quickly – we can't afford to keep the market place waiting."
ZERO: If there *is* a market place waiting – the bubble can always burst.
TONY: Yeah, but Nintendo's got the money to lay back on – it's not panicking for it. It's not mad, like software houses, it doesn't go and spend all its profits.
ZERO: So how many programmers are there at the Bitmaps now?



SEAN: Er, one... two... three... four... five. Yeah, there are five of us, each one working on his own project.
TONY: Who does the PC versions?
SEAN: We all do – each programmer is responsible for the ST, Amiga and PC versions of his game.
TONY: Yeah? I've not sussed out the PC yet.
SEAN: Mmm, I'm not looking forward to that either, but hopefully someone'll talk me through it when the time comes.
ZERO: Okay. We thought it'd be nice if we could have some 'silly' shots now. If you could hold props or dress up as George Melly or something.
SEAN: I'm not doing anything with props. It's either a straight photo or nothing at all.
ZERO: What about pulling a silly face?
SEAN: You heard what I said.
TONY: Ha ha ha ha!!! It's the Bitmap's cool image. I'm surprised he's doing it without his shades on. The Bitmap Brothers are 'very serious' you know. Ha ha ha ha.
ZERO: What about you Tony? Will you pull silly faces?
TONY: Me? Yeah – I'll do anything for a laugh. Ha ha ha ha ha ha ha ha ha ha ha ha ha ha!!!! *(Blimey. Ed.)*


Wild Wheels
AT THE STADIUM TONIGHT
WILD WHEELS OFFICIAL PROGRAMME
CONGRATULATIONS! YOU WON THE MATCH
YOU REMAIN IN YOUR PRESENT GRADE
IBM PC & Compatibles
CBM AMIGA
ATARI ST
WILD WHEELS
My head is thumpin', and my heart is pumping the adrenalin around every vessel of my hyper-tense body - the 'driving unit', that will be shoe-horned, wedged like a Colt 45 into it's holster, as I am placed into the command seat of my vehicle - ready to enter the arena of play... and combat.
"Wild Wheels" they call us. Combatants who play a "game" - a game where there are two ways to lose... down on points or down on fuel - the fuel of life! Our "kit" for action are the finely honed masterpieces of engineering... machines that will pole-axe the opposition, melt them, crush them, detonate them into a million white-hot, speeding grains of shrapnel. The 'kit of death' in which many of us will experience our last, and final, blinding flash.
In the arena, the game becomes a struggle to win, a fight for life. The noise from the screaming crowd is drowned by the incessant roar of the mighty heart of this mechanoid beast, it's engine pushing out every ounce of power to keep me just ahead, and delivering a heavy, sickening blow into my back as it accelerates at my command. Taking aim, I firm up every muscle ready for the great burst, the deafening scream as I unleash my lethal messenger... and its message - "GAME OVER!"
But that's just half the game story. Now YOU enter the arena...
ENJOY THE SHOW!
ocean
OCEAN SOFTWARE LIMITED
6 CENTRAL STREET
MANCHESTER M2 5NS
TELEPHONE: 061 832 6633
FAX: 061 834 0650

ZERO reviews

CRITICS' CORNER

Murder She Wrote – crikey, it's a crap programme isn't it? But it did inspire the idea behind this month's little problem for the critics. Each one of them has to come up with what's known as 'The Perfect Crime'. Any type of crime will do: murder, theft or fraud – just as long as it's obviously unsolvable we'll be happy (and the critic concerned will be showered with praise.) And our first perpetrator is...



David 'The Knife' Wilson: "My only hack's in deciding which of me many perfectly executed crimes to tell yer abart," exclaimed ZERO's dodgy car-dealing Editor. He thought a moment then raised a brow and wiggled his finger in the air. "Right. I was 'aving a few probs with this geezer who kept threatenin' t'turn me over to the filth for selling 'im this old Allegro, see? I didn't need that, right, what with me VAT an' that, so what I did was tell 'im 'e could 'ave this Escort, right, and we took it art for a test drive. I knew his seatbelt was 'ard to undo, so what I did was drive into the Thames at high tide, swim art of me window an' leave 'im to it. They ain't never got me for that." They have now, we thought.



Amaya 'The Spanish Lass' Lopez: "The perfect crime? Brilliant – can I do a theft?" asked Amaya. We told her she could do what she pleased as long as she didn't get caught. "A theft then," she replied. She changed her mind. "No – not a theft... a kidnap!" Get on with it then, we suggested. "My kidnap then. My very first kidnap. Okay. Er, it's a dog. A very expensive dog. No, it's not a dog – it's a horse, like Shergar but a different one. No, a horse is too big actually. Something I can get in a carrier bag. Um. Oh, I know, a hen!" Nobody's going to pay much to get a hen back, we reckoned. "Really? Oh dear. Er, er, er..." So what animal will Amaya decide to kidnap? See below to find out.*



Lord Paul Lakin: "You said murder, theft or fraud in your briefing, but I'm not quite sure what the difference between theft and fraud is." said the ZERO vexillologist. We explained that fraud was a crime committed by rich people which carried a penalty of two months in an open prison whereas theft could be committed by anybody and the punishment was fifteen years in the Scrubs. "Then my crime will be of the fraud variety," he announced aristocratically. "I shall walk into a police station and tell the duty officer I am Archbishop Desmond Tutu. Ho ho. Am I allowed flag-making materials in prison?" Oh dear, Lord Paul hasn't quite got the hang of this perfect crime caper, has he? The chump.



Richard 'Son Of Macca' Pelley: Hip-hop funster Rich Pelley has recently turned his back on the world of guns and crime, due to having 'seen the light' after being visited in his house by some roving Jehovahs. So what, under these rather crap circumstances, would his crime be? "Do unto others as you would have them do unto you..." he said poofishly. We explained that as this was only a hypothetical exercise he could forget about the Bible. He paused and continued. "Well, it's a bit naughty, but I could take the last sandwich at my Nan's 70th birthday bash and then deny all knowledge of it." At that point we decided to take Rich and Paul aside and have 'a word'. Nil points.



Duncan 'Turdbrain' MacDonald: "I'll go for a theft," said Duncan enthusiastically. "First of all I dress up as Richard Madely from ITV's _This Morning_ programme, then I..." We interrupted and asked why he was going to dress up as Richard Madely of all people. "I'll get to that," he replied. "As I said, I dress up as Richard Madely and then go on a shoplifting spree, nicking loads of booze and stuff..." We interrupted again and told Duncan that he wasn't allowed to be Richard Madely as the real Richard Madely was awaiting trial for shoplifting offences at this very moment and we couldn't comment on the subject. Our lawyers told us to give him 200 points if he'd shut up. 200 points then. (Bah!)

***Amaya finally settled for a Bush Baby. _(No points. Ed.)_**

WHAT'S WHAT

Still confused by our simply superb scoring system? Right, this is your very last chance (until next month).

GRAPHICS 75	ADDICTIVENESS 87	OVERALL 75
SOUND 40	EXECUTION 80	

Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is just that: short. It's a column devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.

ROBIN HOOD

Having always been of the opinion that the Sheriff of Nottingham has had a bad press, *Lord Paul Lakin* was rather keen to right some wrongs when he came to review Millennium's *Robin Hood*.





Nottingham in its pre-Clough days.

"An Englishman's home is his castle," they say, but in the rough, tough times of medieval Europe, an Englishman's castle was not necessarily his home. Particularly if the evil Sheriff of Nottingham had set his heart on it. Robin Hood discovers this to his cost one fine morning in the midst of a display of country dancing (well no one said the middle ages was all laughs). He's barely settled down to a quick burst of the dosey doe when old Notters, as he's known to his school chums, turns up and announces that Rob's castle is *his* castle. Ho hum – so much for security of tenure.

After a brief lesson in the strength of friendship (ie all Robin's chums leg it, leaving him in the medieval mire) everyone's favourite freedom fighter is left outside the castle walls feeling understandably depressed. From then on it's up to you to take up the story. Robin Hood is, of course, famous as the man who stole from the rich and gave to the poor and for cavorting around with Maid Marian. You may well opt to follow this form of career. However, if you wish him to be famous for slaughtering monks and joining in nude bathing parties, then that's up to you – though you'll probably end up more than a little defeated and extremely dead.

The key to Robin's world is independence and variety. The numerous peasants, soldiers and merchants all get on with their own lives, reacting to events as and when necessary. These lives consist of hunting, shopping, listening to proclamations, attending hangings and all the other essentials of medieval life. Along the way, Robin can recruit various merrie (well, moderately happy anyway) men. They can be sent out on missions or be summoned at the call of a horn, but the rest of the time they get on with their own stuff. Even Robin, left to his own devices, will wander off for a kip or some archery practice. You can simply watch the whole game trog along without you, until you're overwhelmed by feelings of inadequacy. In the future, computer games won't need players.

WHAT'S WHAT

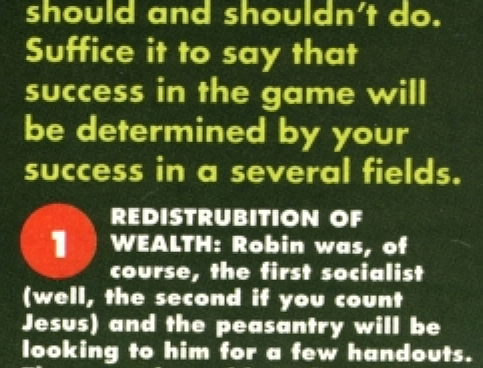
TITLE	Robin Hood
PUBLISHER	Millennium
FORMAT	PC/ST & Amiga
PRICE	£30.99/£25.99
RELEASED	Sept/Late Oct

SO YOU WA A FOLK H

It would spoil things if we were to give away too much of what you should and shouldn't do. Suffice it to say that success in the game will be determined by your success in a several fields.

1 **REDISTRUBITION OF WEALTH: Robin was, of course, the first socialist (well, the second if you count Jesus) and the peasantry will be looking to him for a few handouts. There are lots of benefits to be gained from passing on money 'donated' by fat merchants. However, it's not half as much fun as using the odd peasant for target practice.**

2 **MARRYING MARIAN: Where would Clyde have been without his Bonnie, Garibaldi without his Anna and Butch without his Cassidy?(!) In this case Marian is the girl for you and you'd be a fool not to try to win her hand. It's a bit of a shame about the in-laws, but just think of the dowry.**



But is she the Marian kind?

3 **MIGHT 'N' MAGIC: Some of the challenges you're faced with seem to owe more to the mythical world of King Arthur than Robin. Come to terms with this or you won't be the universally loved chap you hoped to be.**

ROBIN OF HOLLYWOOD

There are more Robin Hood films around this year than you could shake a large part of Sherwood Forest at. Well okay, there are only two, but that's two more than last year. So which is your fave? The very British Patrick Bergin version, complete with silly beard and the wondrous Uma Thurman, or the less historically accurate but more exciting Kevin Costner outing (no beards, but some nice leather jerkins). Oh, who cares? Let's face it neither of them are a patch on the old Errol Flynn/ Basil Rathbone classic. They knew a thing or two about silly beards in those days...



U WANT TO BE OLK HERO?



4 JUSTICE: Hard though it is to believe, Medieval justice was even more corrupt and biased than the modern judiciary. Acting as a one man court of appeal is one way to win friends and influence people.

WHO IS THIS ROBIN THE HOOD ANYWAY?

There are so many legends about medieval heroes that it's important to separate the story of Robin's life from all the other 'half-man half-heroes'. Robin, of course, was the one who lived in Sherwood Forest with his band of followers: Little John, Friar Tuck, Watt Tyler and Sir Lancelot. In the midst of the forest was a huge round table which Robin and his knights sat round as they plotted and planned to foil the evil Sheriff of Nottingham and steal from him the legendary Holy Grail.

Robin was, of course, in love with the famous Maid Marian (the lady of the lake), whom he had rescued from a dragon (on a day that has henceforth been known as St George's Day). But, although he won the girl, he lost the war and on his death-bed he was carried back to Lake Windermere where he threw his famous cross-bow (with which he had shot the apple from Eve's head). He then took poison, having first given some to his two daughters, and finally expired with the immortal words "Veni, vidi, vici".

PC

Paul: Let's get the obvious things out of the way first. *Robin Hood* is a very *Populous* looking game, with similarly impressive, small scale graphics and a block landscape set in the middle of the screen (plus some attractive end-game and narrative screens). However, it is not really a *Populous* style game, since it concentrates on one character's adventures and deals more with robbery and romance than changing the world.

The variety of *Robin Hood* is one of its strengths. Not only the stuff that Robin can get up to, but all the action that goes on around him. Wandering around the landscape you may come across a stag hunt, a funeral or even a bit of naturist bathing. Other characters' attitudes to you change in response to other events in the game.

The control system is extremely straightforward, though sometimes deliberately frustrating. To carry out an action, you simply select the relevant cursor then highlight your target. Once this is done, the icon turns grey and can't be used again 'til it changes colour. This makes sense with the bow and suchlike, but it's a wee bit frustrating frantically following Maid Marian around until your mouth comes back and you can talk to her. I've heard of being tongue-tied, but this is ridiculous.

One of *Robin Hood*'s other strengths is the humour. Not heavy-handed Sierra-esque jokes, but much lighter and also pleasantly self-deprecating. *(Doesn't that make you go blind? Ed.)* It's also good to find a game which you don't simply win or lose. Obviously there is complete success (the girl, the castle and the love of your fellow man) and abject failure (a short walk to the gallows), but you *can* complete the game with partial success, though this can be a bit misleading. Having killed the sheriff and won the girl, I strolled out to meet the adoring peasantry (thinking only of a honeymoon in Blackpool and the location of Marian's chastity belt key) when I was set upon and killed by the aforementioned adoring peasantry. Obviously, someone had slipped up in the PR department.

Apart from slightly jerky scrolling, my only major reservation with *Robin Hood* is its durability. Although I enjoyed it immensely the first few times I played it, everything became slightly repetitive. Perhaps the gameworld is a bit too small. Perhaps, despite the variety, the choices are a bit too small-scale. It was great while it lasted though – just like a holiday romance.



The sheriff indulges in a whitewash.

GRAPHICS 89	ADDICTIVENESS 87	OVERALL
SOUND 90	EXECUTION 90	87



"Robin needs triple 20 for a fridge/freezer."

STOP


WING COMMANDER II
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MINDSCAPE



When *Duncan MacDonald* was 12, he saved up his pocket-money and ordered a three foot snooker table from a well-known catalogue company – 23 marbles, two drumsticks and a tray covered in green felt for 30 quid. He wasn't overly impressed. Will the new snooker sim from Virgin fare any better? We think so...

JIMMY WHITE'S WHIRLWIND SNOOKER

There's an unwritten law of the television world which would, were it written, go like this: 'When there's a programme on BBC2 you especially want to watch, snooker will be on instead'. We've all been there, haven't we? That brilliant late night film replaced by five hours of Steve Davis rubbing his chin and potting blacks (while some poor sap sits silently in the corner knowing he's not even going to get to the table). Yup, that's snooker. And it has to be said – snooker is even more boring than golf!

WHAT'S WHAT

TITLE	Jimmy White's Whirlwind Snooker
PUBLISHER	Virgin
FORMAT	Amiga/ST
PRICE	£24.99
RELEASED	September

BUT MOST PEOPLE DON'T REALISE THIS

The majority of people don't seem to realise that snooker is, in fact, mind numbingly boring. Why not? Well because as soon as they turn over and catch Steve Davis mid-break, they become transfixed by the movement of the brightly coloured balls. They get drawn in and before they know it are powerless to resist. It's like a form of mass televisual hypnosis involving most of the country's population. There they are, channel-flicking in their droves at a quarter to eleven in the hope of escaping from *Cagney And Lacey*, when suddenly – kerpow – they all stumble upon BBC2. Mouths drop, eyes bulge and there they will stay until the *Open University* comes on to disturb their trance. The only people who are immune to this insidious form of brainwashing are 'the poor folk with black and white tellies' (who all live on farms in Wales and are busy outside doing funny things with sheep).



Oh dear, Paul's cocked up another screenshot. (It's an "action exposure" actually, to show the speed and fluidity of the animation. So there. *Paul*.)

SNOOKER'S SAVING GRACES

Like all sports, snooker has little points about it that make its existence slightly less annoying. And here they are...

A Snooker has a few alcoholics amongst its playing fraternity, the most notable being Alex 'Hurricane' Higgins. Watch him swaying and twitching in the corner of the room when he's waiting for his turn. Watch him getting aggressive when the game's all over and he's being interviewed after the match has been won by Stephen Hendry. Read the papers the next day and whoop with delight when you discover that he later got into a fight outside The Crucible and broke Stephen Hendry's nose. Hoorah for snooker!



B Snooker has an ex-Teddy Boy residing as a referee and is therefore helping to preserve a dying breed. His name is Len Ganey, and the reason he's an ex-Teddy Boy rather than an actual Teddy Boy is that he's in the process of going bald and his quiff has fallen off. Poor old Len, eh? He's still got the sideburns and the brothel creepers, though. And don't forget – if it wasn't for snooker, Len Ganey would probably be a ticket collector for British Rail (perish the thought). Hoorah for snooker!



C Snooker is not as boring as tennis. (And it's not as boring as Dennis Norden either.) Hoorah for snooker!



So there you have them – three reasons to be cheerful next time you get entranced by the green baize and the funny little clickety balls. There is one more reason to be cheerful about snooker though, and you're about to read about it. (It's the amazing new game from Virgin in case you still haven't twigged.)



"The red balls form a cunning Scipian defence..."

Dunc: To be honest, Virgin's *Jimmy White's Whirlwind Snooker* is a bit of a bast, initially. But it's not the fault of the program – it's the fault of the medium. A pseudo-3D view on a monitor is still two dimensional whether you like it or not. So to compare this game to the real thing would be a bit misleading. That having been said, it's very definitely the next best thing.

Imagine, if you will, playing 'proper snooker' with one eye permanently closed. That's jiggered up your sense of depth, hasn't it! But, as anyone who's played pool in a pub after drinking fifteen snakebites will tell you, it *is* possible to maintain a pretty good playing standard with the handicap of keeping one eye closed AND seeing everything in triplicate. It's something you can compensate for – it just needs plenty of practice (or loads more snakebites). And that's pretty much what *JWW Snooker* is like – once you've mastered the medium of two dimensions, you can go on to master the game (ie you'll be crap for ages, but you'll keep on getting better with practice).

So what of the graphics and animation? Well, 'stunning' is a fairly good word to start with. You could be forgiven for believing this game is actually a BBC broadcast! Same goes for the sounds – from the click of the colliding balls to the chalking of the cue to the brilliant crowd noises. The 'intelligence' is good too. Whop the computer into Demo Mode (after setting up the table with some appallingly positioned balls) and watch it pot one after another for a break of 120. So decide to be clever and take on the computer yourself – and get creamed, even on its lowest level. So go searching for a 'player two' then. Aha. Uncle Barry – he's crap. Cream Uncle Barry and decide to set up some trick shots instead. You set up 15 reds in a circle with a green in the middle, trying to make the cue-ball bounce off the cushion, hit the green ball and ricochet into Dennis Taylor's open mouth without knocking his glasses off. (*That's about the only thing you can't do actually. Ed.*)

Right. Here's where I try not to be taken in by the immaculate presentation of the game. Er... it's very hard actually, because I *am* taken in by it – totally and utterly. Let's put it this way – unlike *PGA Golf Tour* (for instance), which is instantly accessible even to those who thought they wouldn't like a golf game, *JWW Snooker isn't* instantly accessible. It takes a long time before the balls start going down, so the programming brilliance may pall in the interim period if you aren't 'snooker loopy'. If you *are* snooker loopy however, or even if you're only 'snooker mildly interested', this is a simulation you've got to own. Naff but true.

GRAPHICS	94	ADDICTIVENESS	90	OVERALL 93
SOUND	91	EXECUTION	94	

Dunc: Everything that applies to *JWW Snooker* on the Amiga applies here. Both formats are virtually identical – you only really notice the difference (a bit less colour on the ST, as you'd expect) when both versions are viewed side by side. What I didn't mention in the Amiga review, by the way, are the humorous little touches. They add nothing to the gameplay – and will possibly even annoy 'deeply serious' sports fans – but they're brilliant.

Triggered by your own inaction (but removed the moment the mouse starts moving again), are 'the surreal faces' and 'the flies'. In the middle of being extremely boring and thinking too deeply about your next shot, one of the balls might sprout a little face and growl or poke its tongue out at you. This is accompanied by an equally silly sound effect. If you don't get the surreal faces (they're quite rare), you'll get the flies. They crawl over and buzz around on the screen – it's as if they're on the lens of a TV camera. Humour and incredible realism. Who could ask for more?

STOP



GRAPHICS	94	ADDICTIVENESS	90	OVERALL 93
SOUND	93	EXECUTION	94	



"An amazing opening break from the Romford lad..."



STORM
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SO CUTE... IT'LL MAKE YOU PUKE!!
Something very bizarre has happened in the fairy village... the inhabitants have changed from chummy chappies into fluffy fiends! It's so bad they've even gone and kidnapped the beloved"Mom" of our angelic fairy heroes, Tam and Rit. Now she lies captured in the top of the Maboots Tower where she can only be saved by whopping anything cuddly on the head with their magic rods.
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Available in August on PC & Compatible format.





ACTIVISION

review

SHADOW SORCEROR

How do you follow a class act like *Eye Of The Beholder*? SSI and US Gold have the answer in *Shadow Sorcerer*. Which class act do you send to review it. Erm... the 'class act' cupboard was bare, so we sent *David Wilson*.

After the barn storming success of SSI's *Eye Of The Beholder*, the long awaited *Shadow Sorceror* has arrived. Will it be a corker like *EOTB*, or will it be on the ropey side of dodginess á la previous SSI *AD&D* fare? Well, you'll have to read the review to find that out. (This is the scenario bit.) While *EOTB* owed the equivalent of the Polish national debt to *Dungeon Master*, so *Shadow Sorceror* owes much to 3D isometric titles – a sort of cross between *Populous* and *Cadaver* (sort of).

Action switches from a large scale overhead map view with 'pieces' representing each party, to single isometric screens where your party of four (and anything it encounters) appears. Again in a bid to depart from the normal *D&D* fare, *Shadow Sorceror* doesn't give you the old 'the once fair land of Ulkthong hast fallen under the foul influence of Stenchwart the warlock. You must put an end to the tyrannical shadow that hast befallen the land' (ie 'top the bast'). Instead the scenario is angled in such a way that you and the other 'Companions of the Lance' have already rescued a group of refugees and now you're exploring a huge land looking for sanctuary, supplies and evading your Draconian pursuers. Well... alright, there is an evil sorceror too but you'll only find out about him and his antics as you progress in the game.

David: It's been a funny old kettle of jellied eels and no mistake (guv'nor), this SSI *AD&D* business. There were all the early *Dungeons And Dragons* titles that firmly fell into the 'die hard fans only' category (ie everyone else will probably think they're crap). Then suddenly SSI treated us to the truly wonderful *Eye Of The Beholder*. Now, here's *Shadow Sorceror* and straight away US Gold is at pains to say "don't expect another *Eye Of The Beholder*". Well, *Shadow Sorceror* may not another *Beholder* be, but it's still a marked improvement in *AD&D* computer gaming.

Maybe much of the appeal of both *Beholder* and *Shadow Sorceror* lies in the fact that both are more mainstream, more user-friendly, and thus more accessible than the earlier games that sought to recreate the *AD&D* board combat system. Although not as



"Well, I vote we all follow the chick in the bikini..."



The refugees watch *Brief Encounter*.



A simple preset combat program.

complex then, the real time combat system works quite well, with the neat feature of being able to set default 'programs' for your characters making up for the usual deficiencies of this type of system. Here, if you're not quick enough on the uptake, the computer initiates a set of actions (which are preset by you before you go into combat). You can 'program' wimpy wizards to cast spells then leg it, or warriors to hurl spells, then wade in with their swords – it's well handy. The majority of the game is concerned with this style of combat, but you'll also have interaction elements – talking to other characters, picking up items and the like, and the large strategy aspect of guiding the refugees to temporary safe havens, including a diplomatic option panel where you choose how forcefully to 'convince' the refugee councils of the wisdom of moving (simply opt from 1 – softly softly, to 5 – chop off a few hands at the armpits).

The graphics and animations are a treat, with the PC doing its best to add atmospheric sounds, and the whole game is so friendly you just feel like taking it down the pub and buying it a few drinks. Clicking on characters' face icons or sprites summons handy option menus allowing you to move things around, memorise spells, walk alone or as a group etcetera. Although the more familiar *AD&D* game engine will still be employed, *Shadow Sorceror* is for me another sign that SSI is finally getting its act together to produce games that justify the mighty *AD&D* licence.

STOP

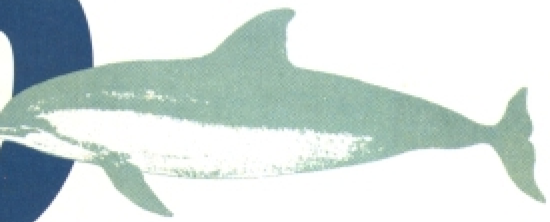
WHAT'S WHAT

TITLE	Shadow Sorceror
PUBLISHER	SSI/US Gold
PRICE	£30.99/Tba
FORMAT	PC/Amiga (1meg)
RELEASED	September/March '92

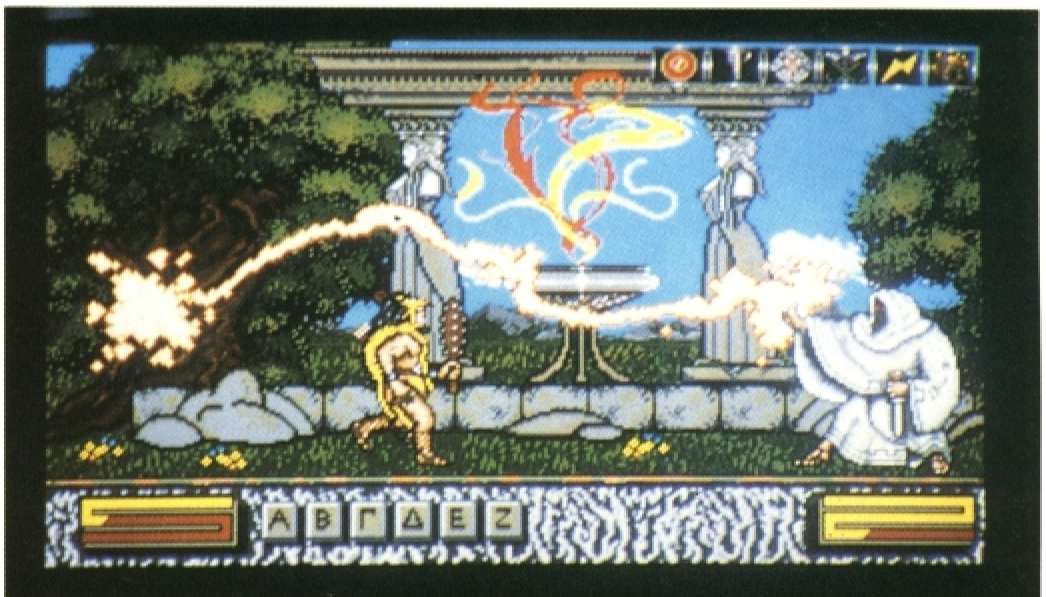
GRAPHICS 87	ADDICTIVENESS 87	OVERALL 87
SOUND 74	EXECUTION 88	

UNDER WRAPS

NEW AT THE ZOO



Do you remember the classic song "We're going to the zoo, zoo, zoo"? Well it's rather apt for this page – why not sing a couple of bars, just to get you in the mood. (*And appear a complete berk in front of your friends. Ed.*) Now *Amaya Lopez* is going to take you with her to the Electronic Zoo to check out the games that are about to be released.



Herakles' grandad had been on the Irn Bru again...

SON OF ZEUS



Electronic Zoo's forthcoming September release is an arcade adventure entitled *Son Of Zeus*. You play the hero Herakles and, considering that your dad's the supreme god of Greek mythology, you're having a bit of a hard time. A nasty geezer called Kronos has persuaded the God of War, Ares, into throwing the all-important Umbilikos (wait for it... the navel of eternity) over the mountainside. This may not at first sound like a universal disaster, but the consequent breakage of the Umbilikos into 12 separate pieces threatens to bring chaos to the world. Now it has been scattered over Greece, where evil creatures and men have found and hidden the pieces.

WHAT'S WHAT

TITLE	Son Of Zeus
PUBLISHER	Electronic Zoo
FORMAT	Amiga & PC/ST
PRICE	Tba
RELEASED	September/Tba



First I kill him, then I open the wig shop.

The gods are doomed unless the Umbilikos is returned in one piece to Mount Olympus and this is where you come in. The goddess Pallas Athene (daughter of Zeus) sends her owl, Bubo, to find the mightiest of heroes and, making a choice that smacks distinctly of nepotism, pinpoints Herakles (ie you). Find and acquire all 12 pieces, rush back to the shrine at Mount Olympus, solve the puzzle of the broken Umbilikos and then it's time to deal with the margarine god – Kronos himself. Defeat him and daddy rewards Zeus Jnr. by making him a god.

Hmmm... there seems to be no mention of the vital protagonists – the dolphins – in the story blurb. We'd better meet the programmers to find out how they fit into the plot...

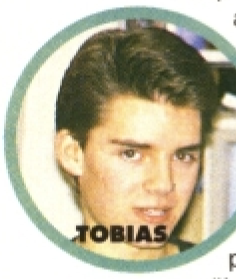
AEON DESIGN



The programmers are jolly, sardonic types. Not fond of journalists but ready to thrash them at cricket at any given opportunity. (Thankfully, I'm more a tennis sort of girl.) The artist's name sounds suspiciously like the hero of a sixties detective series – Brian van de Peer. Tobias van de Peer (Brian's 19 year old son) is responsible for the mystical music and sound effects and resignedly laments his name: "It happens when you had parents who lived in the sixties". Last but not least comes programmer Mick Tinker, who gives the impression that he really is a bit of a... (*Okay, we get the picture. Ed.*) Going through life by the professional name of Aeon Design and with the enviable ability to not take themselves too seriously, they have been working on *Son Of Zeus* on and off for the past 18 months – in conjunction with other more secret projects. The game has been programmed on an Amiga because

"it was handy to do so at the time". I ask him about Aeon's relationship with the 'Zoo' and, of course, the dolphins...

"We started this game a long time ago with another publisher. We had a bad experience so we put it down for a year and then decided to revive it. Electronic Zoo came up with a decent offer and we've been with them for about a year."



What made you decide to do a Greek myth game, given that there are a few around at the moment. Was it, er... perhaps the potential to use aquatic mammals?

"I like Greek myths. It seemed a good idea at the time, as no one had brought out any Greek games," says Brian, laughing bitterly. "It's something we knew a bit about, but the story is only loosely based on Greek mythology." Mick suddenly interjects: "Had we done, for example, the 12 tasks of Hercules, we would have to have done it so that you faced each task in sequence and that would have been too boring. Also," he grins mischievously, "with this sort of game there's no licence required – there's no copyright on the idea."

So what do you think makes *Son Of Zeus* different from games of a similar ilk – apart from the dolphins, of course?

"Well," replies Brian, "I decided to do it differently from all the other Greek games, which are mostly based on classical architecture. It's really based on pre-classical concepts. But the most important thing about *Son Of Zeus* is that you can get straight into it. You haven't got to read endless manuals, you won't get really bored. We've tried to put a bit of everything in it for everyone."


The omniscient dolphins keep their eyes on fins.

GOING GRECIAN



It's certainly true that you can go anywhere you want in Greece at any time in this 3D 'walk into the screen', horizontally scrolling graphic adventure. You can also collect the 12 pieces in any order. Each mission for a piece is its own mini-quest, but if you don't want to bother collecting the pieces, saving the game each time you obtain one, you can just travel around Greece killing the monsters (ie you can just play it as a beat 'em up). So, Brian – tell us about the vicious nasties we'll encounter and, er... the dolphins...

"Well, there are between 25-30 nasties – creatures like lobsters, gorgons, snakes, spiders... oh, and people. There's a plethora of each type of nasty. Each character and monster will have its own specific sound effects and there's lots of speech for the gods."

Toby plays impressive samples of the speech with digitised gods' voices sounding like something out of *Defenders Of The Earth*. I also get to see the night and day changes, Herakles, Pallaes, Bubo and the lobsters – all beautifully drawn. Brian and Mick proceed to tell me about other neat touches like the gorgon who can turn you into stone, the ring of Prometheus which allows you to be reborn and the trip to the brothel for a quick bit of 'how's your father'. But perhaps the most innovative element of *Son Of Zeus* is that you cannot play the same game twice – providing you use the re-set facility of course. This, coupled with its non-linear aspect, will give the game extra longevity and variety. Brian neatly sums it up: "It's a bit like a game of chess really – it's the same game but you play it differently each time."

A sudden burst of applause from the team and Mick tells me how he's managed to compact the game on two disks. Great, but what about the real stars – the dolphins – I venture nonchalantly. "Oh, if you really want to see them, we'll show you."

Hurrah! This is it. The ZERO scoop of the century. Exquisite-looking dolphins bounding in and out of the water making gentle, affectionate cooing noises. Of course, I add, we're doing a dolphin competition with you *(See page 83. Ed.)* as the creatures are so pertinent to the game. But, er... what do they actually do?

"The dolphins? They do virtually nothing in the entire game. They just give you a bit of information and bob in and out of the water."

Yaarrghhhhh...

STOP


A few nasties... and er... Elvira's Greek aunt.

CARDIAX AND UNDER PRESSURE

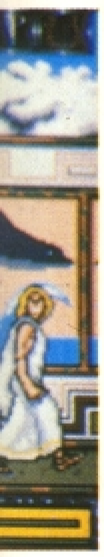
Also scheduled for Autumn release are two more games from Electronic Zoo – *Cardiax* and *Under Pressure*. *Cardiax* has been programmed by the Eclipse team who has aimed to produce the fastest shoot 'em up yet. It's set in the year 3151 and pays quite a homage to classic shoot 'em up *Defender*. You'll soon find yourself whooshing around in a space craft through different space zones, taking on alien fleets single-handedly. We're promised varied ammo and weapons along with thumping rock music that, with any luck, will deafen your enemies before it does you.



***Under Pressure* is the arcade action baby of the Eldritch The Cat team. You play a melancholy robot called Rybok, who has lost his girly to a trendy, evil dude (who evidently wears the trainers). So it's time to regain your street cred in order to win back your chick whilst fighting off evil monsters and werewolves into the bargain. But is it really worth the bother? Surely a less fashion-conscious gal would be far less trouble. Well it might just be worth it to see the multi-parallax graphics and hear the 12 pieces of original, funky music.**

● Both games will be released on all formats, priced £25.99.





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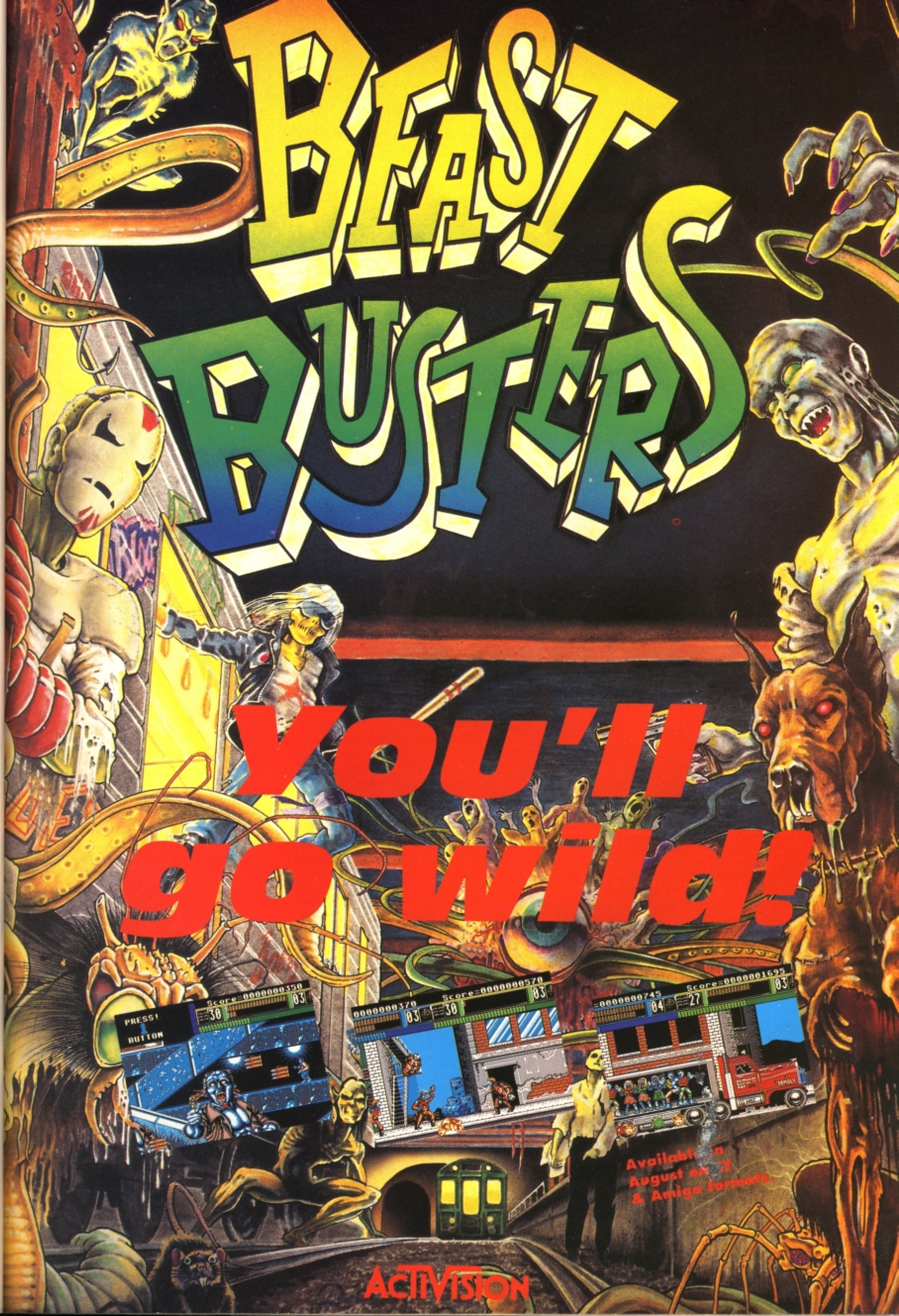
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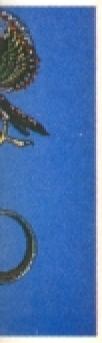
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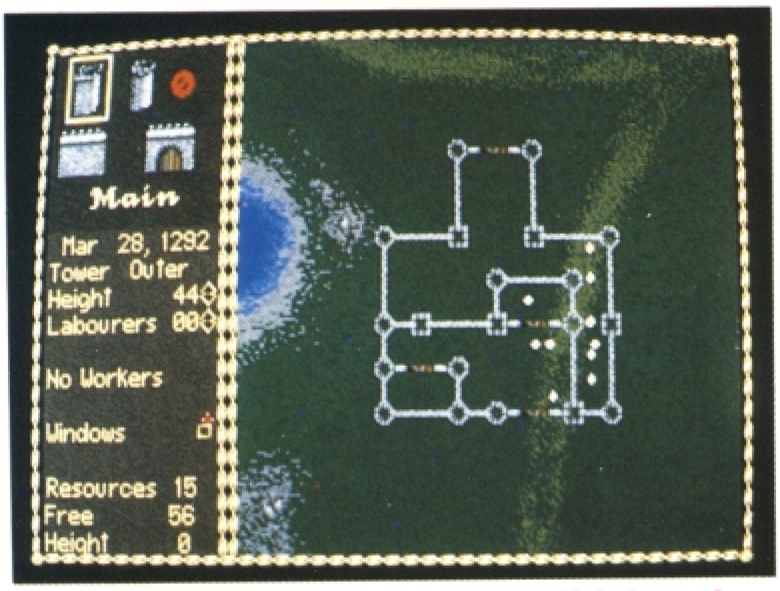
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CASTLES

Who better to cast an eye over EA's Castles than ZERO's castle-owning aristocrat *Lord Paul Lakin*? (*Quite a lot of people, actually, but they weren't around at the time. Ed.*)



A charming, spacious residence with beautiful views of the lake, the valley and, of course, bands of suicidal Celts with a negative attitude to modern architecture.



The Middle Ages were a great time to be a nobleman. While kingdoms lay in chaos, knights could build a surfeit of romantic castles into which they could lure unsuspecting peasantry, who would then be tortured or put to death. Many a pleasant afternoon could be spent razing peasant villages to the ground. Ah, yes – a great time to be alive (unless, of course, you were a peasant). A glorious time in which the sword was never once sheathed right to the bottom and nobles would greet each other with the traditional cry of "Merrie England" before laying waste to each others' fiefdoms. How drab and mundane the modern world seems in comparison to those happy, hacky days. Somehow the cut and thrust of the A1 doesn't compare with pouring boiling oil over the heads of chainmail-clad villeins (not to be confused with villains, who wear stripey shirts and carry bags marked 'Swag' – villeins wore rags and carried a multitude of unpleasant diseases). Now it's a case of thank heaven for little girls... sorry, for computer games... and, more specifically, thank heaven for Electronic Arts, because with Castles you can recapture the romance and ravagery of the era of castles and put a few hundred Welshmen to the sword while you're about it. More fun than an outing to Twickenham.



WHAT DO I HAVE TO DO?

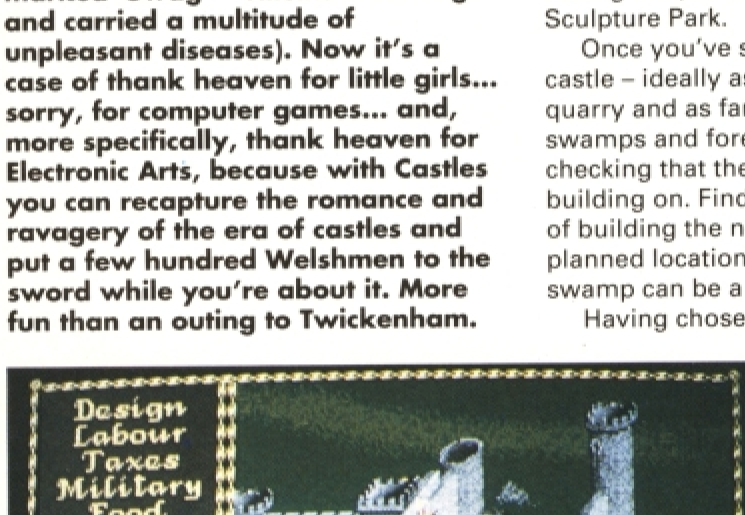
Castles is about conquering a mythical land (which is really Wales). In the shortest version of the game, conquest is acheived by successfully building one castle. For those with nothing important planned over the next few months, there's the chance to indulge in a full blown eight castle campaign. This means building castles in different regions of Not-Wales-Really-Well-Okay-Maybe-A-Little-Bit-Lllwwwdddylly. Each region has it's own geographic features (swamps, forests, shortage of quarries), but they all have the same unreasonable licensing hours. Once you've conquered one region you can tax it senseless, declare all-day opening and then hurry on to your next target.

HOW DO I BUILD CASTLES?

Building castles requires a bit of thought. This isn't messing about with a bit of sand on the beach. This is lugging great pieces of stone huge distances, putting them on a suitable spot and then chiselling them to the right shape. Repeat this process a few thousand times and you may just have a castle. Failing that, at least you'll have a Sculpture Park.

Once you've selected a site for your castle – ideally as near as possible to a quarry and as far as possible from swamps and forests – it's worth checking that the plot is suitable for building on. Finding out, after five years of building the new Caernarvon, that the planned location for the gateway is a swamp can be a little bit irritating.

Having chosen where you're going to build it, you can get on with designing the castle of your dreams on the Blueprint screen (as ever, dreams must be limited by resources). Then it's time to recruit your team of craftsmen, trying to get the best balance between the various trades. Once the team is recruited you can watch them beavering away at the walls, setting up scaffolding and generally doing everything workmen do (including taking long winter breaks.)



Darling, if you don't call the builders this instant I'm going to pack my bags and go back home to mother.



WHO'S GOING TO PAY FOR ALL THIS?

Well, you are, of course – but where do you get that money from? From taxes, naturally. Does the King pay taxes? Of course he doesn't – that's for the common people. So in the end you get the commoners to build your castle and pay for it too. Great! This is the sort of economics that would appeal to the Duke Of Edinburgh.

Tax is collected at the end of each fiscal year and can be set at a level ranging from generous to tyrannical. If you get strapped for cash mid-year you can levy a monthly tax. This can be done as often as you like, but it isn't exactly a sure fire hit in the PR department (although you could try claiming it was to improve public services, of course).

As well as the cost of the construction you must also find money for your armed services and some food for those long seiges. Let's face it – tyrannical taxation is where it's at.

WON'T ANYBODY MIND?

Well, of course they will. There are people around who have a very unimaginative approach to taxation. So you've got to engage in a bit of juggling. This will obviously amuse the population: "Eeh there's nothing like seeing your monarch prancing round the battlements while keeping five red balls in the air is there, Tarquin." Unfortunately, we don't mean that sort of juggling. We mean juggling with figures. You need plenty of workers if you're to get the castle up at a cracking rate. You also need plenty of troops if you're going to stop marauding Celts from doing a quick demolition job on your beloved homestead.

However, all this costs money. If you run out of dosh it's 'down tools and all out lads'. But if you overdo it, your population will introduce you to the joys of riot. Happiness lies somewhere between these two extremes. So being a king isn't all laughs, is it?

WHAT'S WHAT

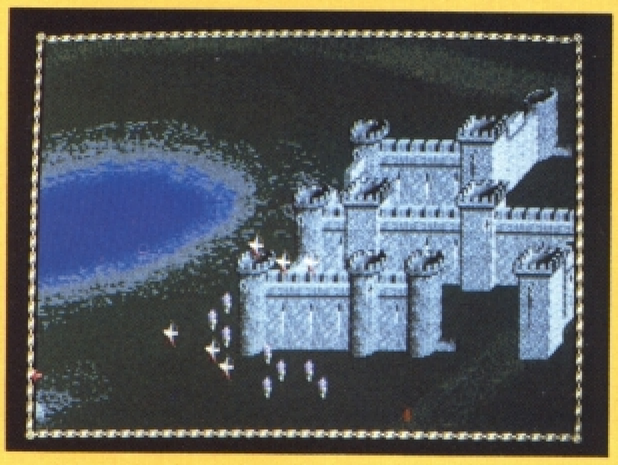
TITLE	Castles
PUBLISHER	Interplay/EA
FORMAT	PC
PRICE	£34.99
RELEASED	Out Now

Paul: Mad Welshmen burning down your holiday home? "Golly," I thought, "EA has produced a *Plaid Cymru* Cottage-Burning Sim." Well, not yet it hasn't. So then I thought: "Golly, EA has produced a briliiant medieval game." I was almost right.

In many respects *Castles* is utterly outstanding. We've all seen *Populous* style little people before, but here they're a bit bigger and even better animated. The detail is outstanding – building comes complete with scaffolding, stone-breaking and even Black and Decker workbenches (well, sort of). During seiges you'll be faced by catapults and mines and the chance to pour boiling oil on advancing heads.

That's the graphics out of the way, so what about the sound? Well, provided you've got a good soundcard and more spare memory than Mr Memory himself, the sound is pretty fab. A bit Hollywood-medieval but it more than does the job.

Right – nice graphics, nice sound, what about the game? Pause... cough... this is tricky... Well, first things first – it's very addictive and outstandingly play-able, despite an appallingly written set of instructions. It's also immense fun: "Look, look everyone – my castle's being attacked by green ogres". "Oh dear, Paul's been at the Laphroig again."





So why the hesitation? Well, *Castles* is excellent as far as it goes, but how far does it go? And the age old answer – not far enough. The castle building is fun, but it's a bit frustrating. When playing a three or eight castle game you can build four castles, have one destroyed and that's it. No surprising the enemy with a cry of: "Here's one I prepared earlier".

The range of options/decisions is also somewhat limited. A bit of tax here, a few more infantry there, then sit back and wait. The combat sections could also be better. Okay, so *Castles* isn't meant to be a military strategy game, but it would benefit from a *Centurion* style control system. I felt rather left out during most battles. The sight of small infantry units demolishing huge castle walls is also a bit silly.

When all's said and done, *Castles* is imaginative and great fun. It doesn't quite make the most of its opportunities and is perhaps a little thin. But that hasn't stopped me becoming hopelessly addicted to it.

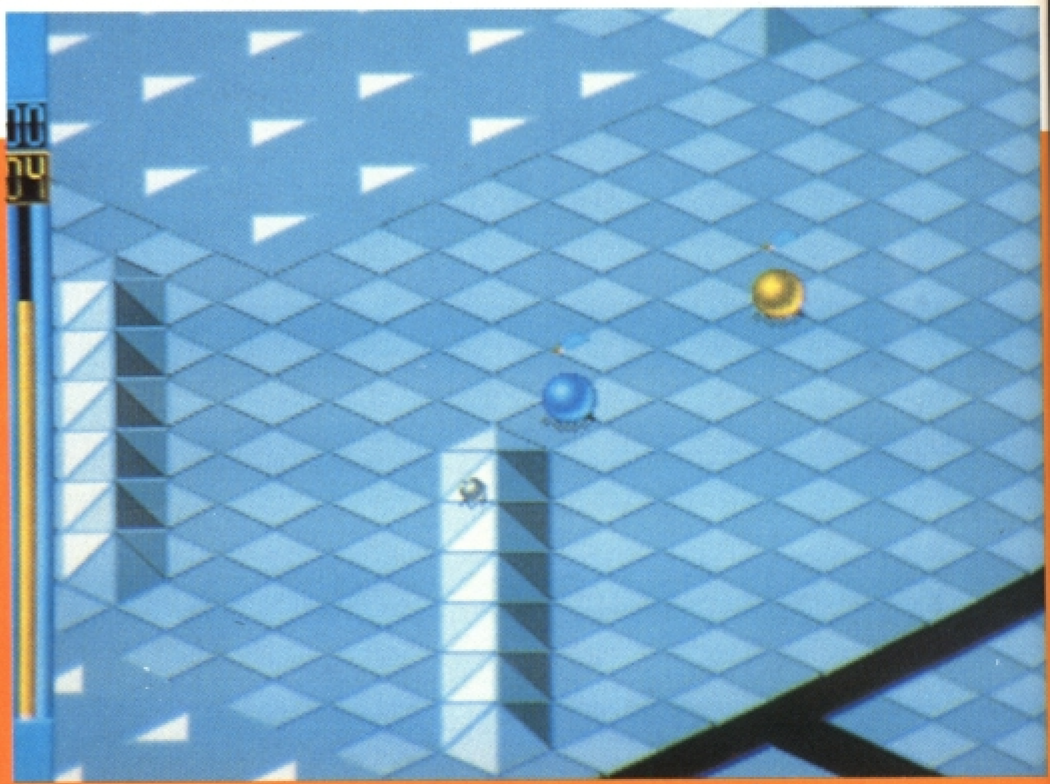
GRAPHICS	91	ADDICTIVENESS	89
SOUND	88	EXECUTION	90
OVERALL	88		



Lovely crenellations, beautiful towers, superb grounds and easy access to the local quarry all add up to a magnificent castle. Unfortunately, it was meant to be a car park. Ah, well – that's architects for you.

SLIDERS

Once upon a time *Duncan MacDonald* couldn't think of an intro. *(Er, er... this is his rather crap review of* Sliders *from Microids. Ed.)*



Okay, let's have a bet on who'll score the next own goal.

Dunc: The French, eh? Still, they produce some pretty fab games sometimes. Mind you, at other times they produce some pretty average games... and *Sliders* is one of those. You control a small, marble doofer over a series of pitches – pitches that wouldn't be out of place in *Marble Madness* (apart from the tiny goal at either end).

In the middle of each pitch is a ball and, as you'll have guessed, it's up to you to shoot this ball across your opponent's goal before he or she (or 'it' if you're playing the computer) knocks the thing into your own. So where's the 'special bit', you may cry? You know, the Hold Your Breath Because Here It Comes part of the game? Ready? (Trumpet noises.) Your marble, on the press of the fire button, emits a magnetic field. The ball will be drawn in (if it's not out of range) towards your marble's 'body', from where it can be caught (touch it) then shot out in the direction of your opponent's goal. And that's it basically: two marbles in pursuit of a small metal ball which has to be goaled.

There are 20 of the large, undulating pitches in all, each with its own terrain problems – ranging from the amount of lumpiness encountered to squares which hamper your marble's progress (and restrict it to unidirectional movement, which is nor-mally the direction you'd rather not go).

With its nice graphics, frenetic action, pitches which scroll about at the speed of light and the fact that you can play a friend head to head, *Sliders* should add up to a brilliant purchase. What *Sliders* actually added up to for me was some-thing that's a tad on the 'been there, seen it, done it' side. For some reason it didn't really excite me and I didn't feel the need to go back for more. Oh dear.

WHAT'S WHAT

TITLE	Sliders
PUBLISHER	Microids/Palace
PRICE	£25.99
FORMAT	ST/Amiga/PC
RELEASED	End of August

GRAPHICS 83 ADDICTIVENESS 70
SOUND 80 EXECUTION 84
OVERALL 77

ROLLING RONNIE

Once upon a time *Paul Lakin* decided to crib Duncan MacDonald's intro. Then he realised he hadn't written one so he got on with reviewing Starbyte's *Rolling Ronnie.*

Paul: I've always seen myself as a peaceful sort of chap. No-one appreciates beautiful countryside more than me, I'm always ready to help old ladies across the road and I'm kind to small children. (Or so my defence lawyer told me to say.) However, after a few hours playing *Rolling Ronnie*, I'm getting worried that beneath this sweet exterior beats the heart of a dangerous, blood crazed psychopath. Why? Because although *Ronnie* is colourful, smooth and reasonably pacey, I found it utterly boring. Could it be that I yearned for a bit of blood and guts?

A game doesn't need violence to be exciting but it does need a bit of oomph. *Rolling Ronnie* has more of a blehhhhh. The object is to roller-skate your way



across a city collecting tiny (and easily missable) jewellery boxes, delivering the occasional parcel, shooting some not very nasty nasties and generally doing all the other things that you tend



Who sez "words can never hurt me"?

to do in this sort of game.

You could probably write the rest of this yourself, mentioning the bonuses that can be collected along the way or bought in the shop. You might not guess that each level ends with a bus stop and that you must end each level with enough money for your bus fare, but would you really care?

It's all a bit platformy with things to jump over or on top of. There's nothing sufficiently original or exciting in it to keep you coming back for more. Now I'm going to pop out and bite the heads off a few seal pups. STOP

WHAT'S WHAT

TITLE	Rolling Ronnie
PUBLISHER	Starbyte/Virgin
PRICE	/£24.99
FORMAT	PC/ST & Amiga
RELEASED	Sept

GRAPHICS 82 ADDICTIVENESS 75
SOUND 78 EXECUTION 84
OVERALL 73

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OVERALL
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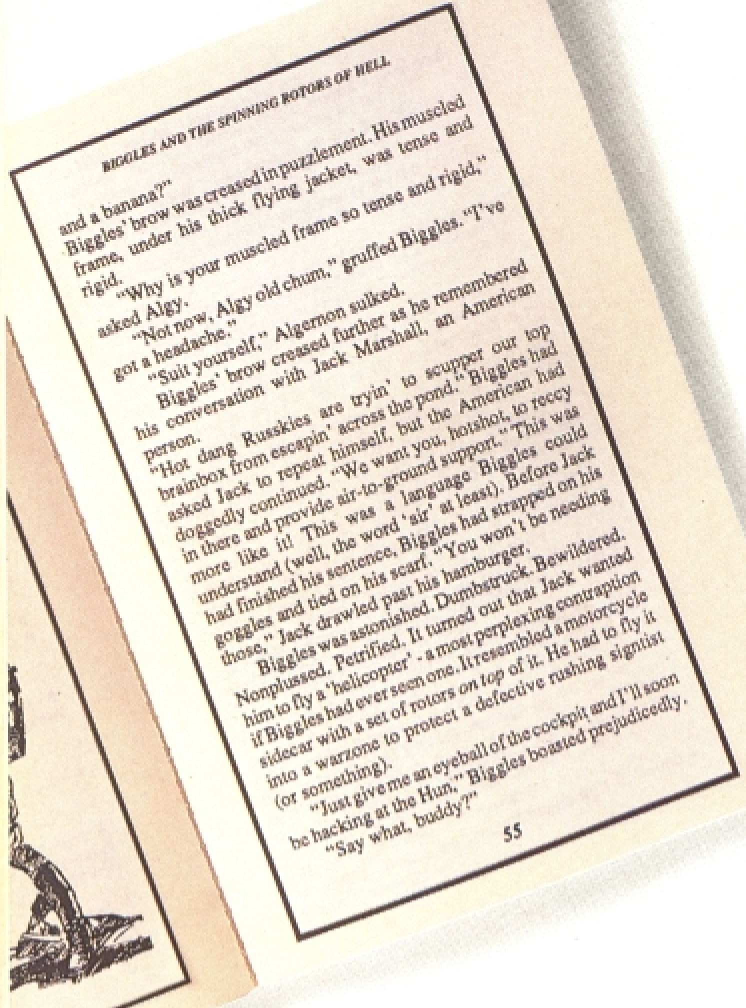
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OVERALL
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THUNDER


BIGGLES AND THE SPINNING ROTORS OF HELL

and a banana?"

Biggles' brow was creased in puzzlement. His muscled frame, under his thick flying jacket, was tense and rigid.

"Why is your muscled frame so tense and rigid," asked Algy.

"Not now, Algy old chum," gruffed Biggles. "I've got a headache."

"Suit yourself," Algernon sulked.

Biggles' brow creased further as he remembered his conversation with Jack Marshall, an American person.

"Hot dang Russkies are tryin' to scupper our top brainbox from escapin' across the pond," Biggles had asked Jack to repeat himself, but the American had doggedly continued. "We want you, hotshot, to reccy in there and provide air-to-ground support." This was more like it! This was a language Biggles could understand (well, the word 'air' at least). Before Jack had finished his sentence, Biggles had strapped on his goggles and tied on his scarf. "You won't be needing those," Jack drawled past his hamburger.

Biggles was astonished. Dumbstruck. Bewildered. Nonplussed. Petrified. It turned out that Jack wanted him to fly a 'helicopter' - a most perplexing contraption if Biggles had ever seen one. It resembled a motorcycle sidecar with a set of rotors *on top* of it. He had to fly it into a warzone to protect a defective rushing signtist (or something).

"Just give me an eyeball of the cockpit and I'll soon be hacking at the Hun," Biggles boasted prejudicedly.

"Say what, buddy?"

55

Core design – the very kernel of the software industry. The pith. The cortex. The soul. Its latest game, *Thunderhawk* – the osprey circling the heart of the gyre of human existence. (© *McCandless*-Fforbes-Smythe Pompous Intros Plc).

So the American army needs another ace supremo, hot dog commander, topgun, ninja pilot (um... you, in fact) to pilot their ace supremo (etc) helicopter on a variety of campaigns over enemy terrain. The enemies and their terrain present a good cross-section of world culture: Eastern Europe (Russkies), Alaska (more Russkies), Middle East (Arabs), Latin America (Cubans), South East Asia (Russkies?) and Northern Europe (marauding bands of back-packing Swedish tourists). Each campaign is split into ten missions, each one contributing to the overall success of the campaign. So if you get a gold star for nine out of ten missions but a 'quack quack oops' for the remaining one, the entire operation might well be scuppered.

You get a quick cine-film briefing, followed by a brief stop-over at the ammo hanger to stock up on phallic symbols for your chopper, and then – whoosh! – out into the battlezone. Well... actually, it's more like 'hmm... out into the battlezone', as your helicopter takes off about as sedately as is humanly possible bar actually falling asleep. But that's just the lull before the storm. Witness: MiG, SAMs, gunships, subs, Apaches, Chinooks, mountains, bridges, etc etc.

Macca: There are flight sims and there are flight sims. Some will have you know that the maximum firing range of an SA-14 shoulder-launched SAM is 16 kilometres or that a MiG-29 has two Tumansky R-33D Turbofans providing 36,000 lbs thrust. Whereas the others will just present you with a fire button, some missiles and a few enemies with 'Kill Us – We're Polygons' written on them. *Thunderhawk* is one of the latter. It does away with all the fiddly knobs, dials and buttons and leaves you with just a weapons sight, a HUD and a radar (which is all you need, frankly).

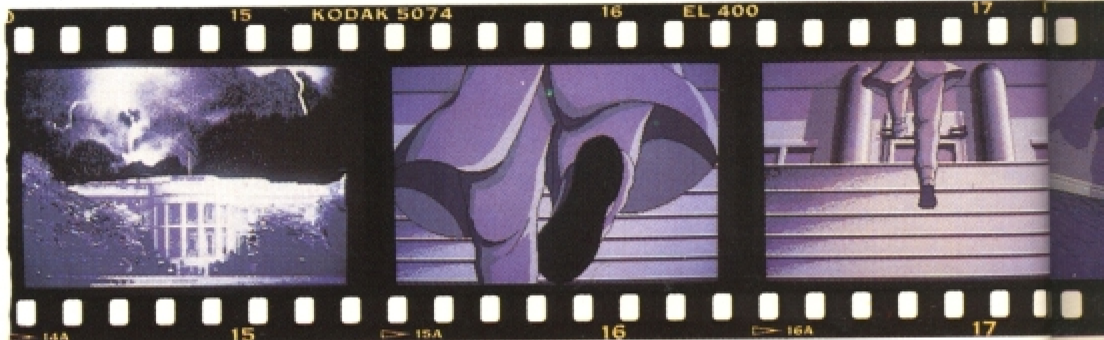
Thunderhawk's great feature – this simplicity – is also its first stumbling block. Everything is controlled, rather smugly, with the mouse. Mouse movements control thrust and direction, while the buttons operate the weapons and radar. And of course, since no one understands the logistics of helicopters (because they're so silly) you will try to



You're that bloke, sir, aren't you? George from *Absolutely*.

WHAT'S WHAT

TITLE	Thunderhawk
PUBLISHER	Core Design
FORMAT	ST/Amiga/PC
PRICE	£29.99
RELEASED	Out now



Lit by the crackling lightning, a lone figure leapt the White House steps...

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HAWK



Thunderhawk, the meanest Sidewinder packin', mother scratchin' piece of hardware this side of erm... Croydon.

fly the chopper like a Fokker (ie a plane). Many collisions with that old faithful – the friendly hangar – will follow, then you'll progress to fatal crashes into that old chestnut, the ground. Where would flight sims be without these two stalwarts, eh?

Soon enough, you realise that the tail rotor is very important for getting about – and also for swivelling on the spot. Hovering is a good tactic if you want to realise the enormity of your situation. A quick panorama of the landscape usually reveals about six MiGs, two SAMs, and a couple of A-10s – all converging on you at an alarming pace.

And it's that alarming, exciting, perturbing – call it what you want as long as it means a bit nippy – pace which makes *Thunderhawk* stand out. As we all know, a sim without speed is like a toilet without ceramics – a pile of old jobs. PC flight sims usually lose speed in transit to the Amiga, but luckily *Thunderhawk*, being penned on the Amiga, has got speed. The vector landscape chops and turns at a fair old pace, as do the ground objects, and there's an impressive range (81,000 possible) of external views.

Of course, for such a breakneck pace and a fast war some detail has to be sacrificed. Landmarks are kept to your base, targets and the odd mountain. Aerial objects are all recognizable, if a little dull, although the Chinook looks exactly like a flying fish-shop counter.

So what has *Thunderhawk* got that all the other sims haven't got? Well, it's in a helicopter – and that's a new 'experience' for a start. There's no laborious flights between targets – everything is condensed into a small war theatre. So there's basically no respite from the action. And because the game's so fast, you have to be especially on your toes. The missions are also more imaginative than most – acting as a decoy for a defecting Russian scientist or protecting a Gulf oil field from submarine and gunship attack. But *Thunderhawk*'s big asset is that it plays like a dream. Fast. Addictive. Uncomplicated. Oh, and a F-14D Tomcat has two Pratt & Whitney TF30-412A turbofans for 41,800 lbs thrust, by the way.

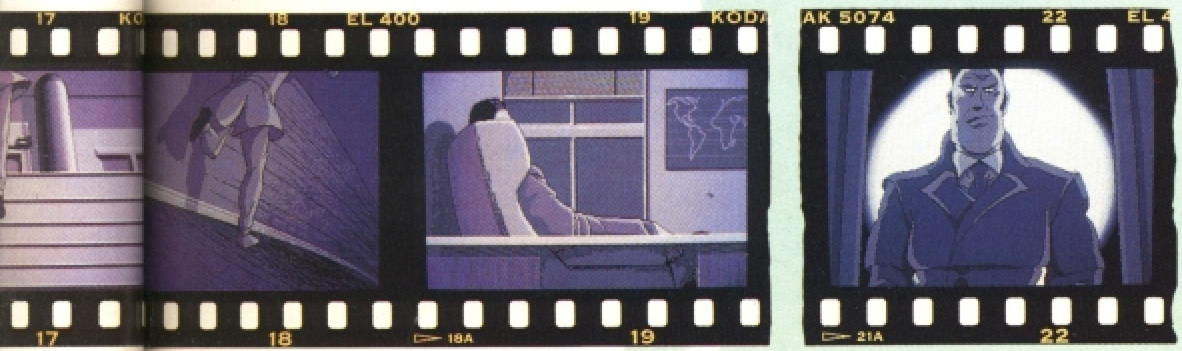
GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
87	91	88	90	90



Get your own back on British Rail! Thunderhawk helicopter and free Anti-Rising Tube Fares missiles – an absolute barg at $17 million (+p&p).



Annoy your friend living in the north with Thunderhawk helicopter and Humber-Bridge-Away air-to-surface missile package. A snip at $42 billion (with free black pudding).



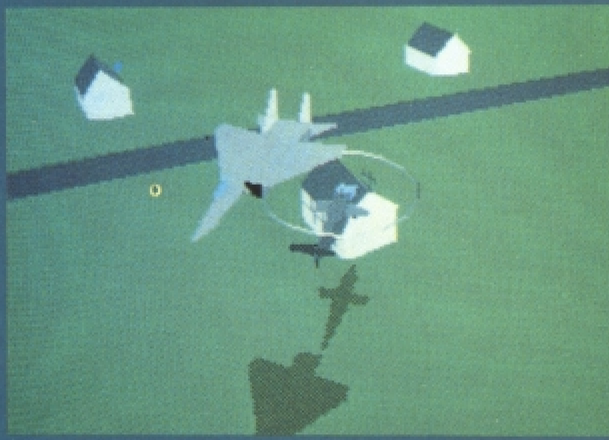
I Turned slowly, and... **AAAARGH! It's the man I gave Auntie's toffees to!**

HOW TO BEAT A MIG

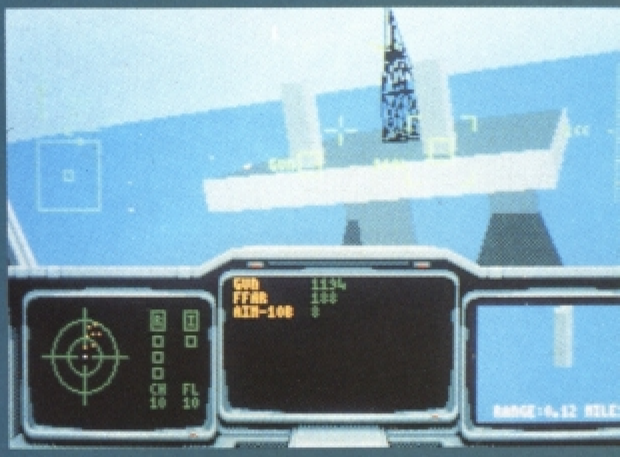
(WHEN YOU'VE SOMEHOW MANAGED TO END UP IN A HELICOPTER*)

BY TOM STARCH, METROPOLITAN CHAUFFEUR (ie Taxi Driver).

The MiG-29 v the Thunderhawk? Mach 2 v 200 mph? *Top Gun* v *Airwolf* (The Movie)? How can a thing with propellers possibly survive against a thing with jets and big, BIG missiles?



1 Well, I if were you, guv, I'd stay motionless – you know, not moving – about 10 feet or so above the ground. That way you don't appear on his doppler radar, see? He'll have to get a butchers of you wiv his own eyes and then swoop down and hope to nail you wiv his heavy duty cannon. So keep your beady eye open and get him wiv a missile as he flies over. But watch out, guv, the movement of his jets over your propellers might create a vacuum. You'll be in deep, er... well, deep stuff then and no mistake. Gor blimey yes, guv.



2 Another way, right (sniff), is to hide. Not 'hide' as in what the Argies did, but conceal yourself behind a mountain or an oil rig. Then just track the incoming MiG on radar and give the tosser what for as he flies past.

3 Alternatively, you could nail him with some crass bigoted racial comments and if that don't get him, follow it up with a few rounds of conceited myopic observations on how the world would be a better place if everyone was British. STOP

*It ain't easy.


R·TYPE
II
THE FIRST WAVE WAS EAS
THE SECOND WILL DROWN YOU
Emergency News Bulletin 07.63.... Attention
Starfighter pilots....The evil Bydo Empire is out for reve
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Starfighter is armed and ready for you....proceed to t
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Available in September
on ST & Amiga formats.
ACTIVISION

GOLDEN NUGGETS



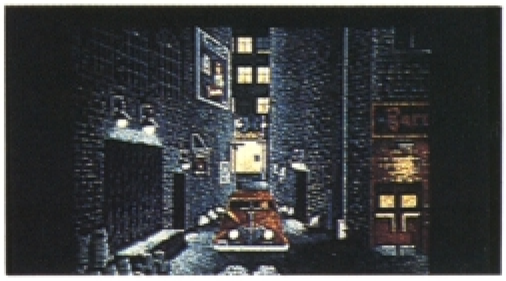
Hmm... for such a large player in the UK software market, US Gold seems to have been rather on the quiet front of late. *David Wilson* decided it was high time he high-tailed it to Birmingham to find out just what's in the pipeline.



THE GODFATHER

It's been some time now since US Gold announced the acquisition of the licence of Francis Ford Coppola's *Godfather* movie trilogy. The book, the films and the special TV version have all been huge successes. The first two films won Academy Awards for Best Picture in 1972 and 1974 respectively, making a total of nine Oscars out of 21 nominations. And since these films rate amongst my all time favourites, I was rather chuffed to hear of the US Gold licence. This is the very first you'll see of it anywhere! There'll be two versions of the title: a graphic adventure to be coded by Delphine (*Future Wars, Operation Stealth*, and the forthcoming *Cruise For A Corpse*) which will be available early 92-ish, and an action game from Creative Materials (the guys behind *Rotox* and *Operation Harrier*).

The 'action game' lets you choose one of three representatives of the Corleone crime syndicate, in your bid to find 'new business opportunities', protect your existing rackets and basically stay alive. Your objective is to seek out your friends (who'll provide you with information), find new wealth and avoid capture. The information volunteered by friends will sometimes provide clues and occasionally red herrings. The former can lead you to your enemies who you can then destroy, and the latter can lead you into traps and ambushes. You'll have to search each location for tools, objects and hidden bonuses. To progress from sub-levels to the next stage in a level, you'll have to make snap decisions based upon the information you receive. But beware – the wrong decision could prove fatal! You'll get to visit various geographical locations in *The Godfather* including New York, Miami and Havana. And, rather inevitably, you'll also get to kill lots of people.



THE IDIOT'S GUIDE TO THE GODFATHER PART I

The Godfather is a mafia story with lots of Italians in it called Don. Just after the Second World War, Don Corleone has already established his crime empire by his insistence upon making people 'offers they can't refuse'. His son, who's called Michael at the start, but ends up being called Don, comes home from the war (unlike John Boy in *The Waltons*). Don Corleone has other sons who aren't called Don – Sonny and Fredo – oh, and Tom Hagen (but he's adopted). Michael isn't interested in following in his father's footsteps, but Don Snr. merrily continues anyway, chopping off a

WHAT'S WHAT

TITLE	The Godfather - The Action Game
PUBLISHER	US Gold
FORMAT	ST/Amiga/PC
PRICE	Tba
RELEASED	November





The cast from the original *Godfather* movie: (L to R) Sonny (James Caan), Don Corleone (Marlon Brando), Michael (Al Pacino) and Fredo (John Cazale).

horse's head here, putting it into a bed there. Eventually someone gets hacked off with this (but not half as hacked off as the horse) and tries to kill Don Corleone. They fail and Michael suddenly has a change of heart, tops a mobster and a policeman, then flees to Sicily (the little bit of land being kicked up the jacksie by the 'boot' bit of Italy – which could explain a lot).

A huge gang war errupts and Sonny gets killed. However the rival family lose a son too, so they call it quits. Don Corleone calls a truce and the heads of the five New York families (all called Don) attend a meeting. Corleone decides it wasn't Don Tagliatelli who tried to kill him, but in fact Don Barzini (an easy mistake to make). Michael comes home, Don Corleone dies, Michael changes his name to Don and murders all the other Dons and a few extras besides.

OTHER PEOPLE CALLED DON

What we learn from this is that we should never trust people called Don. They may seem like normal people but beneath that façade of normality there lurks a dodgy past. Lets look at some other Dons to test this hypothesis:

DON PLEASANCE



We've never trusted this chap since he pretended he had good eyesight in *The Great Escape*. He also played Blofeld the arch villian in at least one Bond movie – you know, the bald geezer with a cat. Slow motion video playback showed a faint evil glimmer in his eyes, a glimmer which, according to the ZERO psychoanalyst, spells the imminent threat of lopping off said feline's head and popping it into a nearby bed.

DON OSMOND



"Never trust a mormon," my Auntie Gwen used to say, and this Don seems to prove her right. The former floppy-capped, mop-topped shlicky, schloppy pop star (who could forget *Twelfth Of Never*?) recently transformed into a leather jacketed hoodlum singing sexually explicit lyrics (well, it was rather raunchy at any rate). And just look at those teeth! They're obviously not his own and probably conceal all manner of nefarious substances therein.

DON TRUMP



Aha! A perfect example – he has even founded his empire upon gambling establishments. He's lied and schemed and bonked a bevvy of Page Three Beauties (I read it in a Sunday tabloid). Trump is obviously a made-up name to boot and, talking of boots, Sicily is the little bit of land being kicked up the jacksie by the 'boot' bit of Italy.



INDY 4
THE ACTION GAME



Indy's fourth adventure, already underwrapped in its graphic adventure incarnation, will also be appearing as an action game. It'll be viewed from a 3D isometric perspective and will let you control either Indy or Sophia Hapgood (his beautiful but fiery tempered accomplice) in their quest to find the lost city of Atlantis. As if that task wasn't sufficient to keep Indy off the streets for a considerable length of time, he'll also have to foil the Third Reich (again). You see the Nazis have discovered that the apparently not so fictitious underwater city is choc-full of a mineral called 'orichalcum' – a mineral with qualities not unlike those of uranium. If they can get their dastardly hands on this, they could utilise it to create an atom bomb to serve them in their evil purposes. It's up to you (as both Indy and Sophia) to put paid to their plans – in addition to making one of the greatest archaeological discoveries ever! Lucasfilm is in charge of the storyline behind this new Indy adventure and so, not surprisingly, the plot of the action game will follow the same lines as the adventure game (see last month's *Underwraps*). The game seems to be shaping up as quite a departure from the usual licensed action game, with its novel 3D perspective et al.



Sophia's knee meets Nazi goolies!

WHAT'S WHAT

TITLE	Indy 4 - The Action Game
PUBLISHER	US Gold
FORMAT	ST/Amiga/PC
PRICE	Tba
RELEASED	November



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ALSO IN THE PIPELINE...

MEGA TWINS

US Gold/Amiga & ST/ November/Price Tba

This cutesy two player Capcom coin-op is coming to life as we speak and US Gold had an interactive demo on display for me to have a sneak peek at. If you're not familiar with the arcade original and you didn't read November's *Dosh Eaters*, then you'll not know that the Mega Twins in question are two fifteen year old er... twins, orphaned at a rather tender age by the evil Shlippy Schlop (sorry, I'll try that again)... by the evil Schlippy Schloppy... (Damn, it's no use – let's just say it's a six level cutesy two player title). For now enjoy the screenshots, you'll have to wait until November for your Amiga and ST to go all schlurpy (sorry).



OUTRUN EUROPA

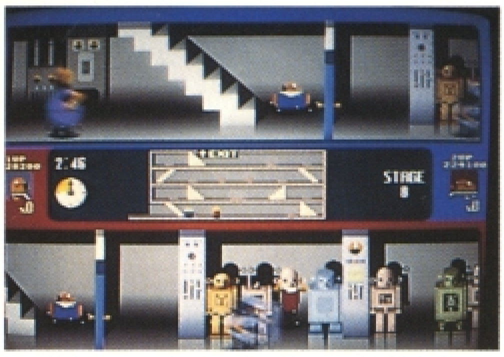
US Gold/Amiga & ST/September/Price Tba



Probe is currently doing the biz on this sequel to the original *OutRun* and *Turbo OutRun*. Not actually having an original coin-op to base the game upon, Probe has used a bit of artistic licence to expand the original game concept. It will incorporate not only a new collection of European race settings, but also the use of jet skis, power boats, a Porsche and a Lamborghini in addition to the Ferrari.

BONANZA BROS

US Gold/Amiga & ST/ November/Price Tba



As for Sega's *Bonanza Bros*, coin-op heroes Mobo and Robo are being coded right now. Check the arcade shot above.

G-LOC



Arcade shot

US Gold/Amiga/ST/ December/Price Tba

This sequel to Sega's Afterburner is being coded as we speak by Images Design (the people behind Activision's *Beast Busters* and Ocean's forthcoming *Space Gun*). Expect it to feature in the Xmas charts on ST and Amiga.

MIGHT AND MAGIC III

US Gold/PC/October/Price Tba

New from US-based New World Computing Inc (to be distributed in the UK by US Gold) comes *Might And Magic III*. Just as *Eye Of The Beholder* brought *AD&D* games on by leaps and bounds, so *Might And Magic III* is a radical enhancement of early *Might And Magic* epics.

The game is set in various worlds but boasts the familiar helping of under and overground exploration, encounters with revolting creatures, magic and loads of treasure. Only this time embellished with fairly state-of-the-art graphics and sound – including digitised speech. The main screen also features some rather neat peripheral animations to help you in your quest. The top part of the ornamental frame is a bat thing which opens its jaws when danger is near. Other creatures carved into the frame will also waggle their appendages at you to signify the presence of magic, treasure and the like. Very user-friendly, I'm sure you'll agree. Seek to rid the island archipelago of Terra from the evil Sheltem on PC in October.



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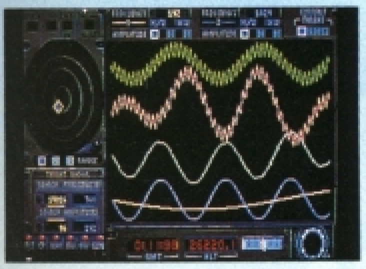
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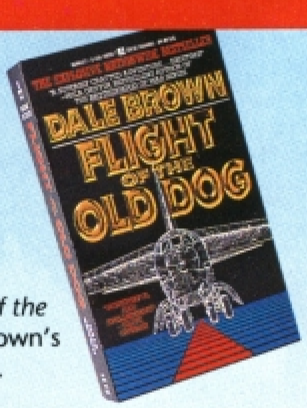


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THREE-SIXTY



Navigator's Station-Global Display



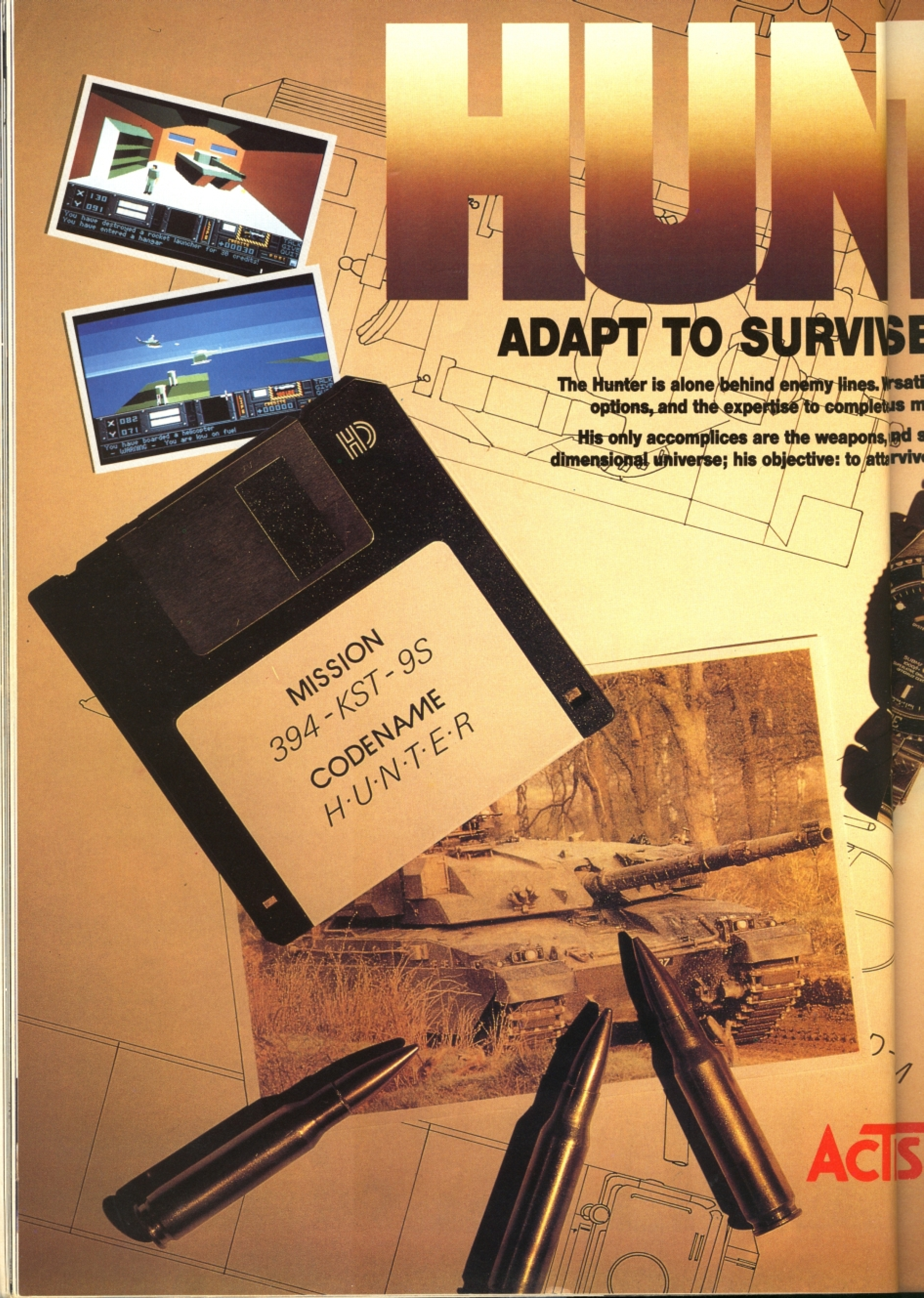
Pilot's Station

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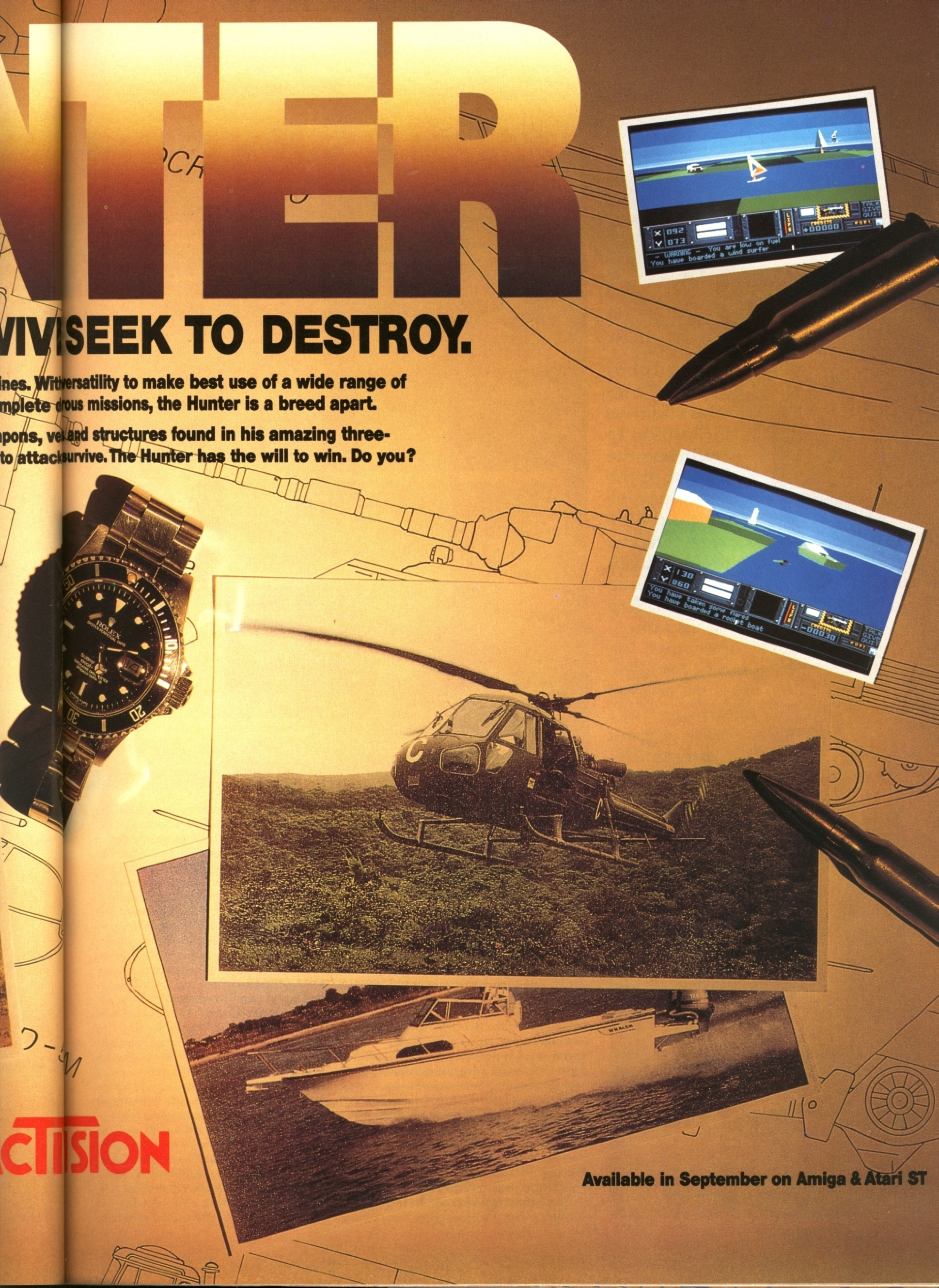
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You have boarded a helicopter
- WARNING - You are low on fuel
MISSION
394-KST-9S
CODENAME
H·U·N·T·E·R


NTER
VIVISEEK TO DESTROY.
ines. Witversatility to make best use of a wide range of
mplete drous missions, the Hunter is a breed apart.
pons, veand structures found in his amazing three-
to attacisurvive. The Hunter has the will to win. Do you?
WARNING - You are low on fuel
You have boarded a wind surfer
You have taken some flares
You have boarded a rocket boat
CTISION
Available in September on Amiga & Atari ST

review

TIME QUEST

Amaya Lopez has never had the slightest inclination to witness the defeat of the Spanish Armada, help Cortez conquer the Aztecs or er... snog Cleopatra. Just for being unco-operative, we made her play Legend Entertainment's new graphic adventure, _Time Quest_.

1



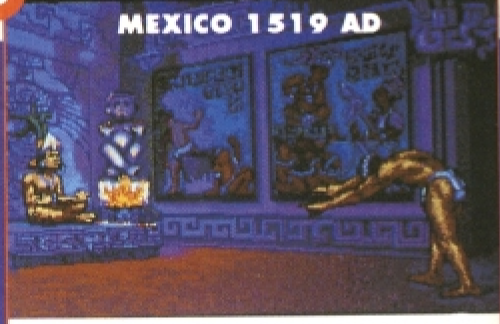
"Hi Queenie! Dover's not exactly buzzing, is it? I suppose we should count our blessings that the 18-30 lot aren't here – which must mean you're definitely still a virg... "*(Snip! Ed.)*

6

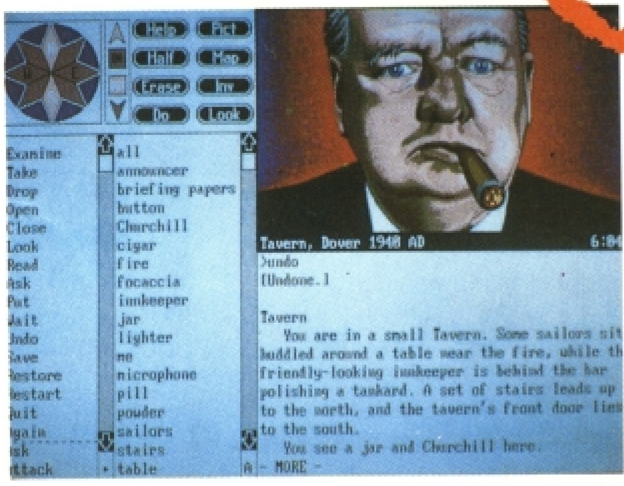


The Germans have invaded! That means no more sunbathing or pints of Stella. Just show me the way to go home! *(Hmm... the interkron just doesn't seem to be working. Sorry. Ed.)*

5



"I must just take a few snaps of this gorgeous church. And who's that strange chap doubled up in pain?" *(It's Montezuma. Ed.)* Oh, I do hope I remembered the Diocalm...

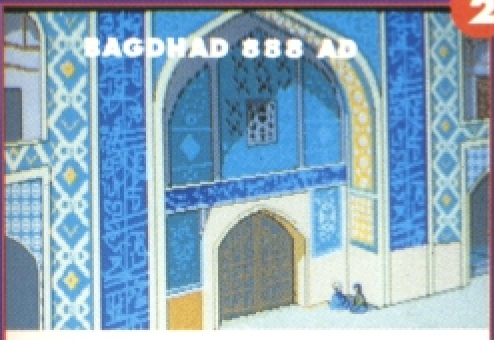


WHAT'S WHAT

TITLE	Time Quest
PUBLISHER	Legend Entertainment/ MicroProse
FORMAT	PC
PRICE	£34.99
RELEASED	Out Now

Time travellers, eh? What a jammy old bunch they are. When they want a holiday, they don't suffer two tacky weeks in Torremolinos. *They* hop into their teleport, press a few buttons and whoosh... off they go in search of adventure. Admittedly Doctor Who did once have the misfortune of returning to our time zone looking spookily like Tom Baker and wearing a hideously unattractive scarf, but surely that's a small price to pay for a bit of time travel. However, £34.99 is an even smaller price to pay for a historical jaunt in the comfort of your own living room. And what do you get for the money, o avid bargain hunters? A copy of Legend Entertainment's graphic adventure *Time Quest* and 10 – count 'em, 10 – floppy disks. Load these disks onto your hard disk to avoid all that disk juggling nonsense and then it's time to take the bull by the horns... and – phew! – what big horns they are.

The game takes place in the 21st century where a Temporal Corps has been established to control the science of 'temporal displacement' (that's time travel to you). Interkrons (er... time machines) are regularly used by Temporal Corps Officers to travel into the future and learn about forthcoming wars and disasters in order to prevent them. However, there is a strict ban on travelling into the past in case history is meddled with and "catastrophic consequences for current civilization" occur. (You know the kind of thing – Ronald Reagan losing the presidential election, Stock, Aitken and Waterman never having crossed paths, Mrs. Minogue being infertile etc) But wherever there's a rule, there's someone who'll want to break it – the culprit in this case being Lieutenant Zeke S. Vettenmyer (he was probably just trying to destroy his birth certificate). Vettenmyer has stolen an interkron, travelled back into the past and altered historical situations so that the outcome of these events will have a devastating effect on the world as we know it – and could



"Hmmm, can't say I'm altogether impressed. It certainly didn't look like this in the brochure. I mean, all those unfinished hotels - and I bet not one of them's got a bidet."



"Courier, courier! Come quick! There's a nasty man in my tent who's trying to involve me in a siege. Us city people just aren't cut out for this camping lark."



"Ahh, how romantic! Cairo... the pyramids... and, er... Cleopatra's bedroom. I expect she wants to show me her new headdress. Um... but Cleo darling, I've got the hots for Caesar."

ultimately mean its destruction. This heinous chap remains in the past, but has provocatively sent the empty interkron back to Temporal Corps as a challenge for someone to try to stop him.

You are a private in the Temporal Corps and one minute you're happy as a sand boy, the next you've been given the unenviable task of pursuing Vettenmyer through 3,000 years of history to reverse all the changes he has made in order to put the world to rights. Of course, you don't exactly feel ecstatic about the prospect of investigating 49 possible 'timeplaces'. You know that some puzzles are self-contained in certain locations, but others will have to be tackled after you've collected objects from other eras.

Nevertheless, with your Mission Briefing Papers to help you on your way, you convince yourself to be philosophical about the whole affair. To treat it, in fact, like a holiday – after all, you've always wanted to visit Rome and it's got to beat doing the Hokey Kokey in Corfu...

PC

Amaya: *Time Quest* is vast and at first rather daunting. In the opening sequence I felt blinded by science, but teleporting yourself to a different time zone is actually far easier than it looks. The Mission Briefing Papers, despite my innate hatred of manuals, are rather useful – particularly if your history is weak or you suffer from amnesia. In addition, the manual claims that all the information is historically accurate, which enhances the realism of the game.

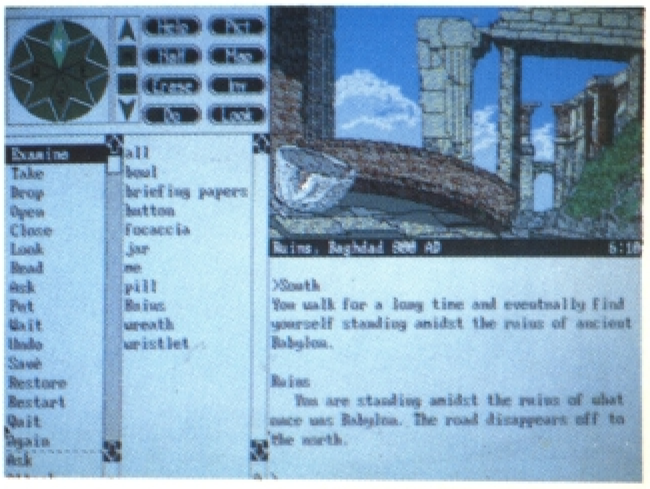
I happily whizzed off to Rome to try to prevent the untimely death of Caesar. After what seemed like hours later, I had successfully prevented his death by misadventure and had secured a hot date with Cleopatra. How I'd managed to achieve the latter was initially beyond me, but being a 'game for a laugh' sort of person, I decided to seek her out in Cairo and suffer the consequences. Thankfully she cried off and handed me a potent aphrodisiac, which I decided to save for my meeting with that sexy old Frenchman, Napoleon. Sadly he wasn't interested either. I dabbled with Mexico in 1519 when Hernando Cortez landed and conquered the Aztecs. I wasn't too sure about helping Cortez repress the Aztecs – not bothering to do so might have freed the world of Americans. But I eventually (ie hours later) did my duty and then it was off to Peking in 1215 AD. And then Dover 1588, Rome 1940. And so on.

My main problem with *Time Quest* was the difficulty level – it certainly seems pitched for hardened adventurers. If you're not of that breed, it does take a long time to get into (and an age to solve) some of the puzzles, though you can use the save game facility. Sometimes, however, you try a weird combination and surprise yourself at just how clever you are. The interface is particularly user-friendly and the point and click system can prevent tedious typing. It also allows text fiends to switch the graphics off. Unfortunately, the corny American humour rears its ugly head, only rarely gleaning a wry smile from my lips (but provoking some very rude typing).

All in all, the game has been well thought-out with what seems like interminable permutations and, after enforced perserverence, I've actually become quite hooked (although I do draw the line at growing a beard). Text adventurers will probably hold up their hands in horror at this bit, but I'm going to say it anyway: the graphics are excellent for this type of game. Lush, detailed backdrops, realistic pictures of Churchill, Hitler, Queen Elizabeth i etc... and snippets of animation – all colourfully presented. The sound is good too – particularly if you possess an AdLib Music Synthesiser card – with whooshing teleporting noises, crowd noises etc...

So – a barg or not a barg? That is the question. Well, all adventurers should love it to death, but non-adventurers may throw their computer out the window and go off to watch *Stars In Their Eyes* instead. Just nail your computer to the table before you play and when you get stuck for ages, leave well alone. Then go back to it at a later date and you'll find perserverence certainly does pay. Honest.

GRAPHICS	87	ADDICTIVENESS	79	OVERALL 85
SOUND	83	EXECUTION	84	




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SHORTS

It's hot in the city and it's even hotter in the ZERO offices. Much too hot to sit down and write full reviews of every game we receive. Here's a quick sprint through all the games that arrived after most of us had debunked to the pub.

So what's **The Big Deal**, eh? Well it's Capstone/Accolade's box full of gambling games set in the world of casinos, particularly those of the not-very-poor Mr Trump. The gameplay and the graphics are all there, but card games aren't all that great without human opponents. It's not much fun trying to outface a computer. Worse still, the Poker game is a slot machine. Yanks, eh? What style.

Infogrames' **Nobunaga II** should win awards for its name alone. The game is not as weird as its title, being a strategy game set in feudal Japan. Though not wildly different from other Infogrames strategy games, it does combine fairly in-depth strategy with a straightforward control system.

Altogether more complex is Accolade's **The Cardinal Of The Kremlin**, based on the book by Tom Clancy. A modern day mix of espionage and diplomacy. There's plenty to do and more to keep your eyes on. It's quite playable in a 'select and click' sort of way and even the graphics have their moments.

Running *Nobunaga II* a close second in the 'weird title' stakes is **Bill And Ted's Excellent Adventure**. Ahem... to be honest, *Bill And Ted's Rather Crap Adventure* would be a better title. Laughably bad graphics and very limited gameplay. Apparently the film's quite good; it's also a lot cheaper.

Two games that rather miss the boat this month are On Line Entertainment's **Challenge Golf** which is a reasonable effort but is nowhere near the standard of classics such as *PGA Tour* and *Jack Nicklaus*. Infogrames' **3D Billiards** is again perfectly decent but has the misfortune to come out at the same time as the outstanding *Whirlwind Snooker*. They may be based on slightly different games, but there can't be many people who are going to buy both.

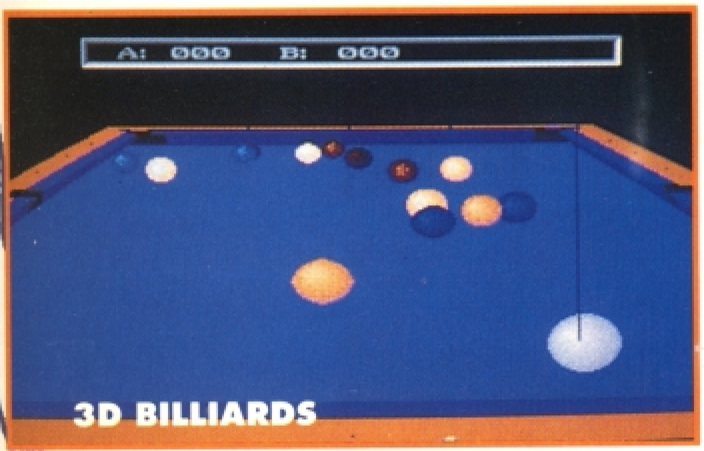
Things aren't looking good this month – but fear not, Psygnosis restores faith with **Armour Geddon**, an exciting *Battle Command* with knobs on. The knobs consist of added strategy (including running your own R&D department) and more variety of craft. It's all very playable and wrapped up with some typically impressive Psygnosis graphics.



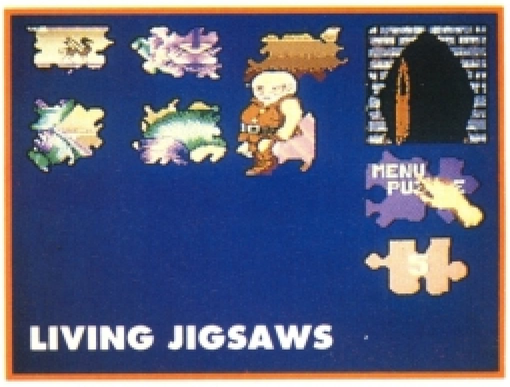
ARMOUR GEDDON

Psygnosis also provides the month's inevitable puzzle game. **Atomino** is a challenging little number to do with linking up strands of atoms to make molecules. Sounds complex? Well... let's be honest, it's a rehash of the standard link-things-together-and-make-them-vanish formula. Well put-together – but aren't there already too many of these games?

Apparently not, since there's another puzzler on an old theme from Activision. **Shanghai II** is (surprise, surprise) the sequel to the award-winning *Shanghai*. Different tile layouts and some additional sound and animation are probably not going to be enough to win new fans. However, they'll no doubt be lapped up by those who loved the Mah Jong-style original. There's also the bonus of a new game, **Dragon's Eye**, but you have to master *Shanghai II* first.



3D BILLIARDS


LIVING JIGSAWS

A slightly more unusual puzzle game is **Living Jigsaws** from The Software Business. Nothing unusual about a jigsaw, you might think. Ah, but how many have you seen in which the picture is animated? Not many, we'll warrant. Some novelty value, although a jigsaw is a jigsaw is a jigsaw. *(Whatever happened to the* Penthouse Electronic Jigsaw, *eh? Ed.)*

Impressions wades in with another strategy game this month. This time it's the turn of **The Charge Of The Light Brigade** to get the *Rorke's Drift* treatment. It's more of the same really, but the subject matter doesn't make for a great strategy game and the playing area is too small (and too repetitive) for the scenario. More of a sandpit than a valley of death. STOP

TOYS WE HAVE LOVED

Action Man – once he could be found in toy shops up and down the country modelling a range of uniforms and dicing with a variety of deaths. Nothing was too much for him – prison break-outs, trans-polar expeditions, football matches – all in a day's work for the man with the gripping hands. He even survived being nicked by kid sisters and forced to go through horrific marriage ceremonies with her Barbie doll. Sadly, the strain of work and a high-profile personal life proved too much for him. Having been exposed by the tabloid press in a sordid encounter with the notorious Little Big Man, Action Man's career hit the rocks. He now lives in poverty with a hairless Tressie. Thus are the mighty fallen...




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TOTAL ECLIPSE
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CASTLE MASTER
The best Freescape game yet – 90% – C&VG
Easily the best – 90% – THE ONE
Joystick (France) – 96%
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Screenshots taken from Amiga version.
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DÉJÀ VU

Thinking it's another case of 'been there, done that'? Well, you're not entirely wrong. But you wouldn't have 'done it' in the same way, as these games are all on new formats, actually.

GUNBOAT

Accolade/£24.99/Out Now

AMIGA

Paul: Oh dear. Oh dear, oh dear. Oh dear, oh dear, oh dear. Oh dear... *(Okay, we get the idea. Ed.)*

Some games are soooooo disappointing. *Gunboat* sounded such a good idea, guiding your gunboat through the rivers of Vietnam to take out some Vietcong target. Okay, so I'd rather play the good guys than the Yanks but, that apart, the chance to live out some sort of *Apocalypse Now* fantasy sounded unmissable.

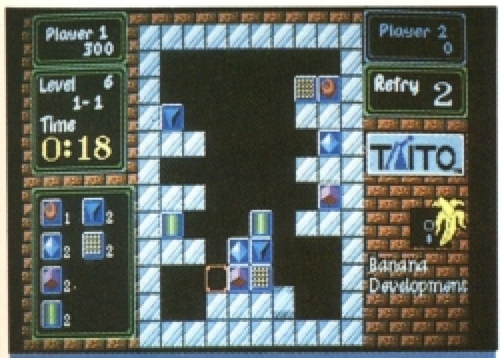
I was wrong. Missable is exactly what this game is. For starters, it's as jerky as a Porsche running on potato whisky. This is particularly frustrating since the animated graphics only take up about a third of the screen. Updates are also more than a mite slow. Press 'M' to summon map then stare at blank screen for an age. Tap computer, listen to disk drive, ask: "Is this loading?" By the time the map appears you've lost interest.



If I had to describe *Gunboat* in one word, that word would be 'sluggish'. The gun version of rapid fire is fire... fire... yawn... fire. In frustration you keep hitting the fire button. Then you have to wait for all these shots to be processed.

War supposedly consists of long periods of boredom and this is one of them.

GRAPHICS 70 ADDICTIVENESS 55
SOUND 72 EXECUTION 58
OVERALL 55



PUZZNIC

Ocean/£29.99/Out Now

PC

Paul: There ought to be laws about puzzle games. Either a closed season when no one is allowed to produce any or an annual quota. Anyone exceeding the quota or producing a game out of season ought to be subjected to horribly painful and unimaginably perverse punishment.

It's not that there's anything wrong with puzzle games, it's just that so many of them have got that *Tetris*y feel to them. *Puzznic* is no exception. The object of the game is to clear the screen of blocks. This is done by putting matching blocks beside each other causing them to vanish. Since you can only push blocks, not lift them, and blocks don't always come in even numbers, there's quite a bit of thought involved as well as a clock to beat. Look, am I boring you? Yes, of course I am, you know exactly the type of game this is. It's quite fun to play but I can't imagine ever wanting to spend any money on it.

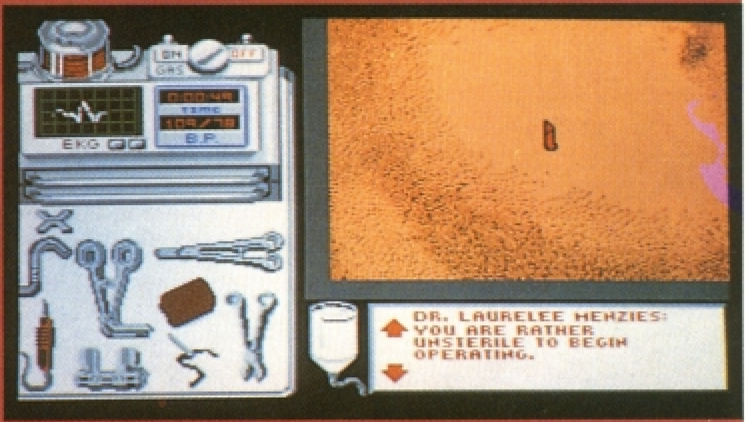
For those who are into this sort of thing, then the game is well put together, smooth running, colourful and challenging. It's even got a fairly nifty Ad Lib soundtrack. In the end though, you have to ask, 'Why, oh Lord, why?'

GRAPHICS 78 ADDICTIVENESS 81
SOUND 80 EXECUTION 82
OVERALL 82

LIFE AND DEATH

Mindscape/£25.53/Out Now

AMIGA



Amaya: Mindscape's medical sim is initially curiously appealing: the prospect of slicing someone up in the name of medicine seems too exciting to pass by. However, my patients tended to die before even entering the operating theatre!

At Toolworks General you can choose the difficulty level by deciding whether to be a novice, intermediate or advanced doctor. Then it's a quick trip to medical school (where you'll be banished to if you mess up) and off to find your patient. A prod about the stomach area and then you choose your diagnosis – but, just like our own dear NHS, if you ask for an unnecessary X-ray you'll be told not to waste money. Most of my patients seemed to suffer from kidney stones, so it was a long, cruel wait before I discovered a case of appendicitis and raced into the operating theatre. Once there, the operating process is frighteningly realistic – you have to know exactly when to apply the anaesthetic, how deep to make an incision etc. This is actually quite tricky and my patient 'slipped away' without so much as a drop of blood. I also found that the point and click mouse system wasn't as user-friendly as I'd hoped and that the game had a couple of minor bugs.

Although the sound mainly consists of doors opening and closing, there are some impressive digitised squeals when you poke patients where it hurts. The graphics are quite nice, if a bit static, but my overall feeling was that such a superb idea could have been far better implemented.



However, you do get a free pair of surgical gloves and a mask with the game so if you get frustrated, you can always practice on your friends.

GRAPHICS 78 ADDICTIVENESS 79
SOUND 75 EXECUTION 80
OVERALL 82



THE PRICE I$ RIGHT

Bloggo, friendly local stall-holder and specialist in enforced house clearances – the only man in the world who still wears Hai Karate aftershave – casts a bleary eye over all that's cheapest in the software world.

SHARKEY'S MOLL

Zeppelin Games/ST & Amiga/£7.99



Bloggo: Now this is more my scene – shooting people. Why, I haven't had so much fun since 'Pug Face' Mahoy and me were holed up dahn the Old Kent Road with only a shotgun, two revolvers and a pea-shooter between us and a long stay in Dartmoor.

Sharkey's Moll is simple, straightforward shoot 'em up action in the tradition of *Operation Wolf* and a thousand others. The difference is that this game is about a third of the price of all the others without being a third of the fun. Plenty of baddies, five different locations and lots and lots of shooting.

Not a lot of scenario – shooting gangsters and rescuing your girl – but who needs it? All you need to know is that you've got bullets and molotovs and you've got to wipe out everyone on-screen – except the vital end of level stool pigeon. If you like this style of shoot 'em up, you could save some shekles by buying *Sharkey's Moll* rather than the pretty similar full price games.

OVERALL SCORE 85

BARBARIAN

Kixx/ST & Amiga/£7.99

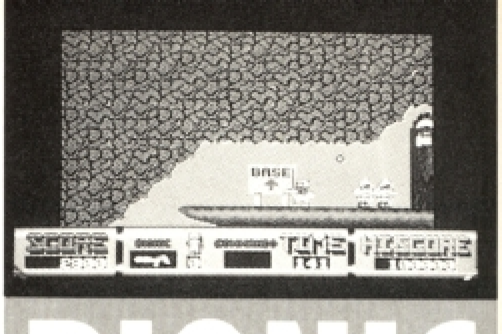
Bloggo: Huhr, I can be a bit of a barbarian, especially after a pint or eight of snakebite. Yeah, a few drinks down The Locomotive on a Friday night and I could take on Conan, Rambo and Arnie with one arm tied behind me back.

So what abart this computer *Barbarian* then? There's no messing about with plot – this is all scrappin', choppin' action. It's you against another ugly mug. You're each armed with a mighty chopper and a range of fighting moves to match. To beat an opponent all you've gotta do is exhaust his hit points before he exhausts yours. If that sounds too clever and boring, you can take a short cut (ho, ho) by lopping your opponent's head off.



Sounds are limited but good, animation is pretty neat and there are nice touches like the lizard that carries off the corpses and kicks any stray heads off-screen. The only problem is that *Barbarian* doesn't really go anywhere. In one player mode you simply go on to fight more skilful opponents. In two player, of course, you simply turn round and say "Right, that's a fiver you owe me or you'll be walking without knee caps."

OVERALL SCORE 86



BIONIC COMMANDO

Kixx/ST & Amiga/£7.99

Bloggo: This one's all abart platformy action set in forests, castles, sewers and a missile silo. An odd collection of locations, all with lots of things to shoot at.

As well as blasters and bombs this short-arsed commando also has a bionic bit. Nah, stop laughing you cheeky gits – it's his *arm* and it can be used as a sort of rope and grappling iron to get you onto higher platforms. (Much like the Caped Crusader in his later game.)

Still, it's not really my cup of tea – challenging and popular in its time, but not for me, though.

OVERALL SCORE 81

RAC LOMBARD RALLY

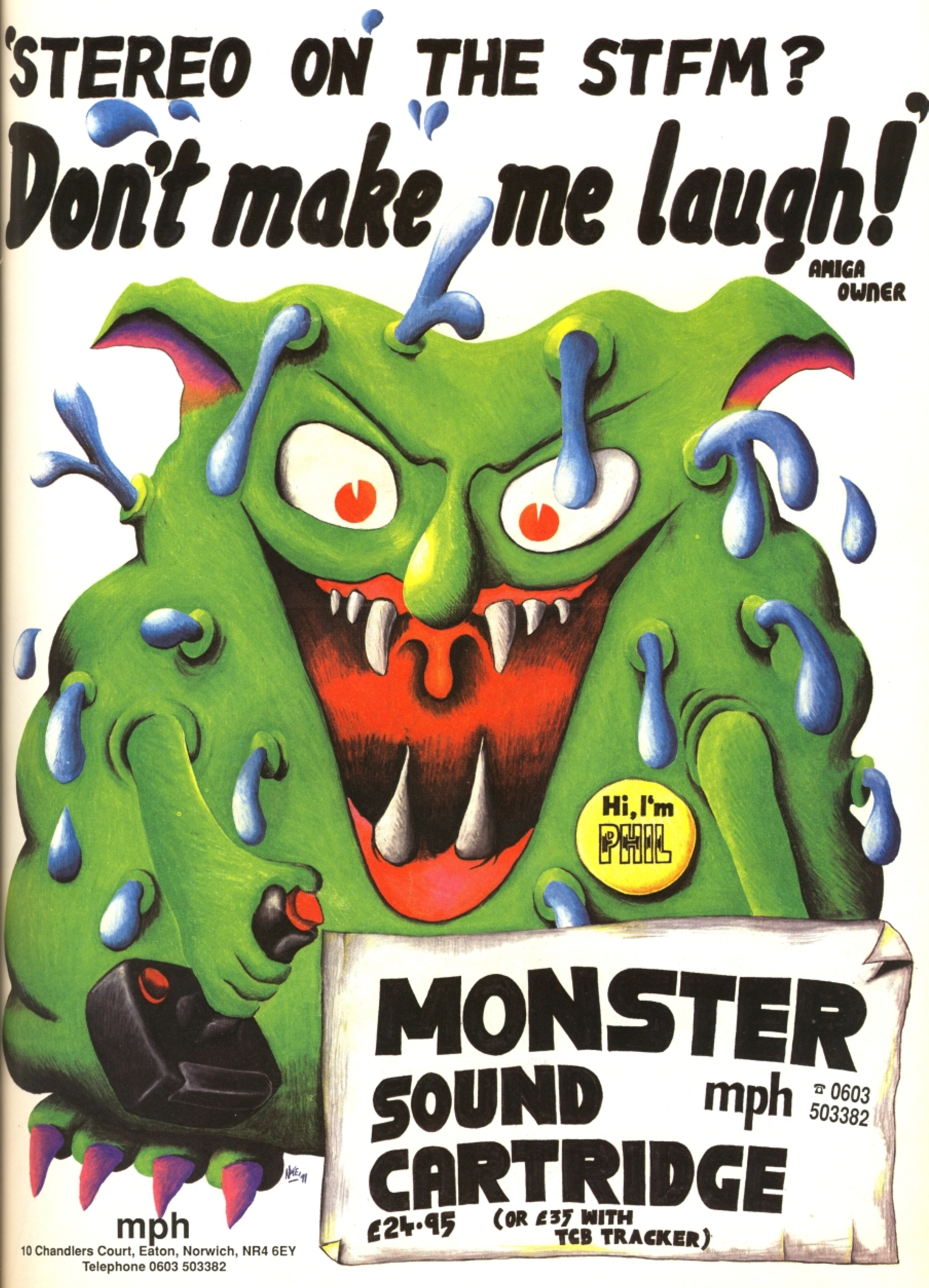


Hit Squad/ST & Amiga/ £7.99

Bloggo: Showing its age a bit, this one, but still quite a useful driving game. Nice internal graphics showing the driver turning the wheel, changing gear and trying to tune into Radio Caroline (I told you it was an old game). The co-driver's map is about as much use as a poodle in a dog fight and the views are a bit crap, but hell – it's a budget.

The race is divided into sections (or 'stages' as my get-away driver would say) and you can select to drive just a stage or the whole rally. Nice variety of locations but slightly wobbly collision detection. Dated but pretty good value on budget, I reckon.

OVERALL SCORE 84


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Mickey's back! In an all new adventure inspired by the Walt Disney classic film *Fantasia*. As the Sorcerer's Apprentice Mickey must find out who has stolen the Sorcerer's music and recover the lost notes so the music can play again. In this sequel to *'Castle of Illusion'* Mickey has a few more tricks up his sleeve, flying books will give you magical powers! You may use your stored up energy in tiny or huge blasts of magical force. Use it wisely or suffer! *Fantasia* utilizes the colour capabilities of the *Mega Drive* to the max – wonderful graphics, superb animation and fantastic musical score – **Twenty awesome levels, you'll never look back!**

SEGA

CONSOLE ACTION

INSIDE



Hot gossip from America – four pages of CES news!

Check out our crafty collection of console cheats.

Read all about the new Sega Mega Drive CD-ROM.

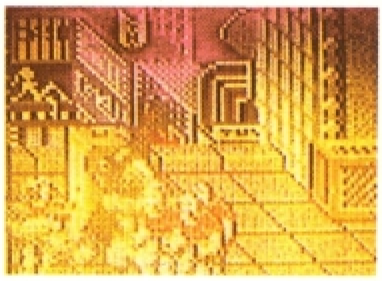
The latest games – in fact we've got seven full reviews!

MATT GROENING

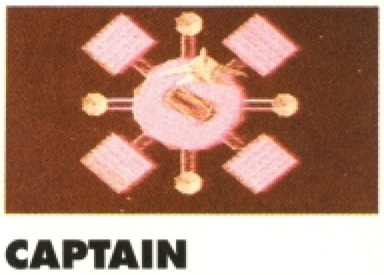
EAT MY SHORTS, MAN!!

ATARI LYNX
NEC PC ENGINE
NINTENDO ES
NINTENDO GAMEBOY
NINTENDO SUPER FAMICOM
SEGA GAME GEAR
SEGA MASTER SYSTEM
SEGA MEGA DRIVE

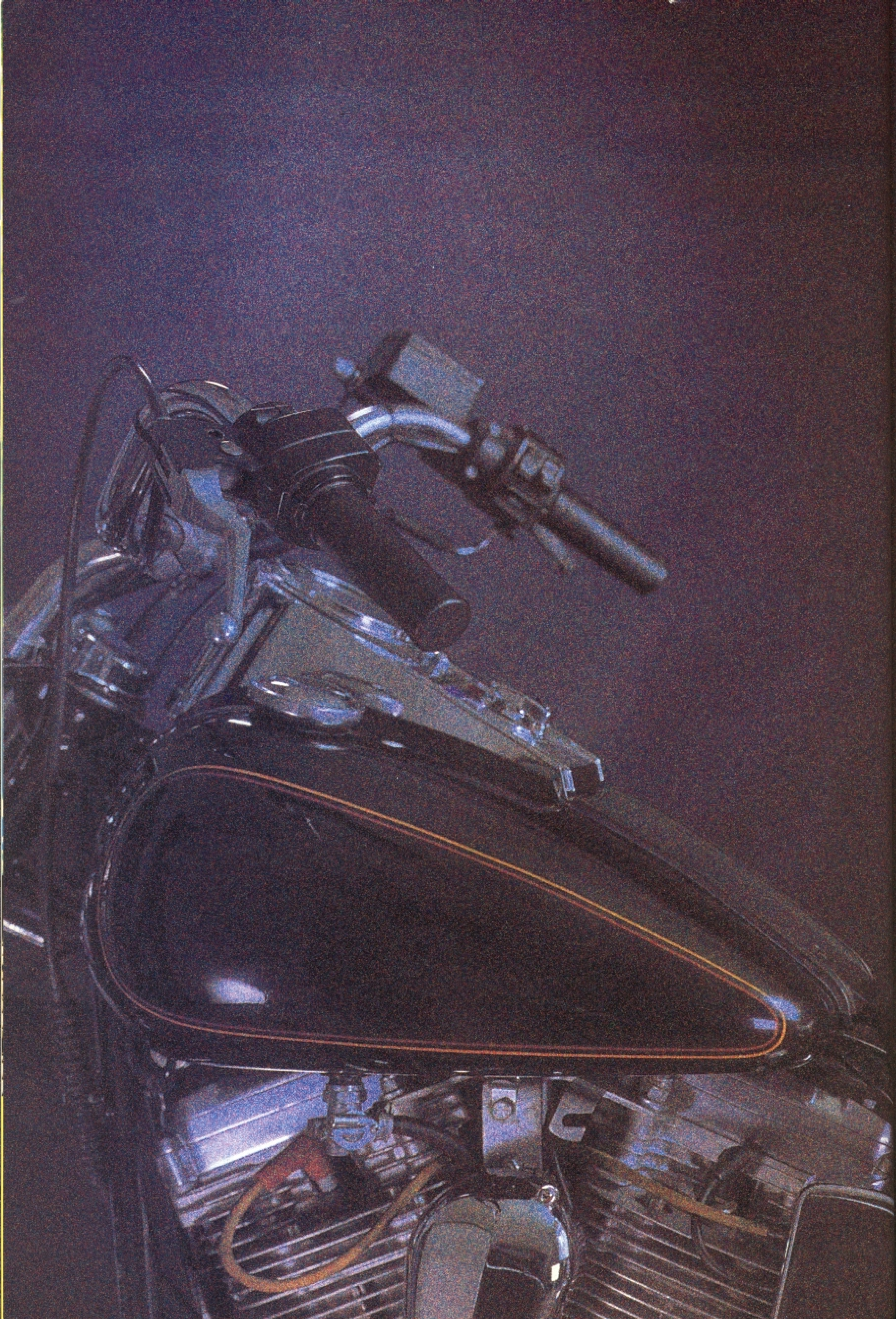
REVIEWED



NINJA GAIDEN
The best release on the Lynx yet?



CAPTAIN SKYHAWK
Not a mention of Master Bates or Seaman Staines!!




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THE SIMPSONS: BART VS THE SPACE MUTANTS

Acclaim/£34.99/NES

CONSOLE CLASSIC

After all the hype, the T-shirts, the socks, the cartoons, the books, and the leather thongs (?), it's finally here! The biggest thing to hit the NES since Mario and Luigi lifted their heads and the Turtles crawled back into the sewer with Splinter. The adventures of young Bart and his family have had satellite TV audiences all over the country eating their shorts with delight as Bart goes about his daily routine.

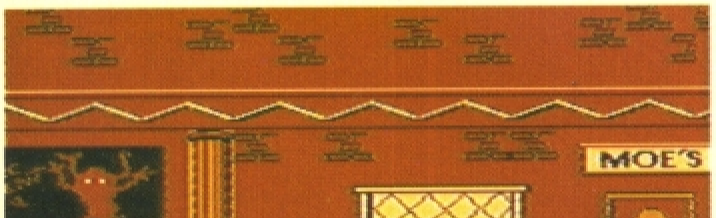
The story goes thus. One day Bart was happily wandering around his home town of Springfield, testing his x-ray glasses (probably at the girls' school), when he noticed the town had been invaded by some rather unusual tourists. These weren't camera-laden Japanese, pickled British lager louts or German holiday-makers reserving their space by the pool. Instead, they were space mutants from outer space (where else?) After running home to tell his parents, Bart encountered a problem: no-one else could see the aliens as no-one else possessed a special pair of x-ray specs. Bart's endeavours to save Earth were met with scorn. So now it's down to you to control Bart in an attempt to save Springfield – perhaps the world too – and thwart the creatures single-handed.

The Simpsons is played over five levels. Each is crammed with typical Simpsons humour. If you've never seen the cartoon you probably wouldn't appreciate this. Each level has its own objective. Level one, for instance, requires you to roam the streets looking for purple objects. Once you find them, you spray them red. The space aliens, you see, have developed a weapon to take over the Earth which requires purple objects as fuel. After level one is completed, the aliens convert their machine to run on hats. Bart has to run around a shopping mall collecting them. Yes, well, nobody said the plot was going to make any sense. Occasionally people will scurry across the screen. Using your x-ray specs you can check to see whether the figures on-screen are human or alien. If they're alien you must jump on their heads and send them to their nirvana in deepest space.

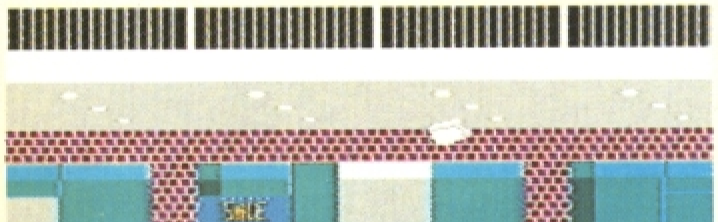
After the hat stage, you get to collect balloons in Krustyland Amusement Park. The aliens start to get annoyed when they can't find any balloons – to get their revenge, they use all the exit signs from the local museum as fuel. Just think – gangs of starving school kids roaming around the museum looking for a way out. Never fear, Bart will collect the signs and make everything right. As a last resort the aliens decide to use nuclear power rods from the power station where Bart's dad, Homer, works. Here all the family joins in to help Bart repel the invasion. Some of the objects you find along the way – including a



At various shops on your trek through Springfield, you can purchase different items which will help you to really screw the aliens up by destroying their fuel. It's up to you to figure out where and when these objects should be used.



With x-ray specs on, Bart can check whether or not passers-by are aliens. Looks like Bart's found an impostor here. If Bart jumps on the alien's head, the alien will turn back to its original form and disappear into the wide blue yonder.



The purple objects that you come across on your travels must be sprayed red so they can't be used by the aliens as fuel for their secret weapon. Only when all objects have been recoloured can you proceed to the next level.





Walk on the grass and a postman appears. You must spray his infected jacket – do it as soon as he appears, as you only have one opportunity to get him.

whistle, fireworks, spanner, and spray can – will help you dispose of the alien items.

The objective in each level is to get rid of a number of alien-infected items (as mentioned earlier, in the first stage it's all the purple-coloured objects). Using the various pick-ups you can destroy the coloured alien objects. A great deal of puzzling is required as you need to work out which objects will help you destroy particular items. The answers to most of the puzzles are so stupidly simple that you often don't think of them. Likewise, expert timing is necessary when you get several aliens bouncing around the screen.



In level two, Bart encounters mutant ninja shorts. There's only one defence – a heavy curried pizza the night before.

It's the combination of arcade action and strategy that makes *The Simpsons* so playable. The graphics are very cartoony, with most of the characters from the cartoon series featured. There are loads of comical touches throughout, like Bart making hoax phone calls to the tavern to annoy the owner. *The Simpsons*' theme music plays along with some patchy spot effects. Don't be an underachiever! Go get this!

THE VERDICT / 91



The first section in *Skyhawk* sees you swooping over a 3D landscape in search of the great Captain Cook, the man who revolutionised drainage techniques for pineapple farmers. (*Actually, that's a lie. Ed.*)

CAPTAIN SKYHAWK

Milton Bradley/£29.99 /Nintendo

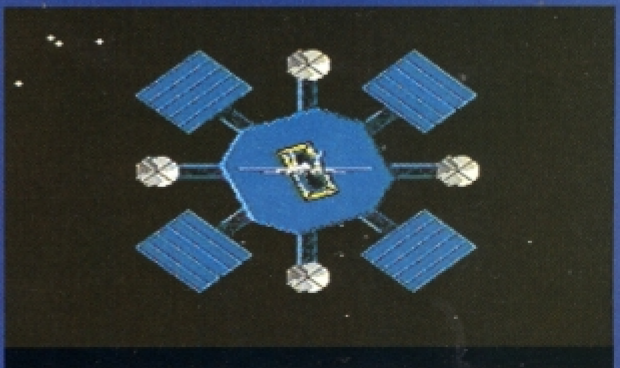
Like all good captains, Capt. Skyhawk is a hero. He's an ace pilot and all-round nice guy who's accepted a mission that no other pilot would even dare to think about. Actually, it's three missions rolled into one (Skyhawk's very poor at reading, and got flying hours confused with missions).

There's a real mish-mash of game styles in *Skyhawk*. To start with you fly over an isometric 3-D landscape destroying the various land and air-based enemies while trying to avoid canyon walls. *Stargoose* fans will recognise the style of play. From there you graduate to a dogfight in typical *Afterburner* style. Finally, you get to dock in a space station (yes, just like *Elite*), after which you can use the credits you have earned blasting planes to buy more powerful weapons. That comprises just one of the nine levels, which vary little throughout apart from colour and a greater number of enemies to shoot down later on.

***Captain Skyhawk* is initially very compelling – the graphics are very detailed and the 3-D effect works well. Missions lack variety, but are challenging at first. The gameplay, however, lets things down badly. The only real strain is the first stage. The *Afterburner* and *Elite*-like stages are a doddle. So Skyhawk's not such a hero after all.**



During the second section you enter a dogfight in typical *Afterburner* style. In the first level the enemies don't shoot back. In later levels, however, you're bombarded from both front and back.



To trade in *Elite*... er, *Skyhawk*, you must dock your craft with an orbiting space station. The procedure is very simple as all you need do is line up your craft and hit the fire button at the appropriate time.

THE VERDICT / 67



SPIDER - MAN AVAILABLE FOR
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SPIDER-MAN
OUT NOW!
24 HOURS - AND NEW YORK IS HISTORY!
SPIDER-MAN HAS BEEN FRAMED BY HIS ARCH ENEMY KINGPIN. IN TWENTY FOUR HOURS NEW YORK WILL BE A SMOULDERING RADIOACTIVE WASTELAND.....
LIFE WEB $20 TIME
BELIEVING THAT SPIDEY HAS PLANTED THE BOMB, THE WHOLE OF NEW YORK IS AFTER HIM. TO CLEAR HIS NAME AND SAVE THE CITY THE MASKED WEB SLINGER MUST DEFEAT THE EVIL SCHEMES OF WILSON FISK 'THE KINGPIN' AND SOME OF HIS TOUGHEST ADVERSARIES IN THE FORM OF DR. OCTOPUS, ELECTRO AND THE LIZARD.....
DANGER 13000 VOLTS
LIFE WEB $20 TIME
WITH THE HELP OF DR STRANGE - THE SORCERER SUPREME SPIDER MAN MUST TACKLE 6 LEVELS, FROM SKYSCRAPERS TO SEWERS - DESTROY NUMEROUS BAD GUYS AND COLLECT 5 KEYS TO SAVE THE CITY.. THE CLOCK IS TICKING!
DAILY BUGLE
SEGA

QUICKIES

A spectacular CD-ROM drive is on the way for the Mega Drive which will allow games of up to 540Mb to be played on the console. Not only does this mean very exciting arcade games like *Dragon's Lair* and *Space Ace*, but huge adventures and compilations – all with the added advantage of CD-quality soundtracks. Around 26 software companies are currently developing for the CD-ROM drive which is rumoured to be released in Japan later this year for ¥49,000 (£200).

Doubtless you've been wondering why there's been a distinct lack of Neo-Geo software over the last six months. The arcades get Neo-Geo games a good six months before they're available for play on the home systems. So now you know. Anyway, slobber no longer as there will be a rush of games over the next few months, including *Burning Fight, King Of The Monsters* and Sengoku. There's also good news for potential Neo-Geo owners as the price for the system, according to official UK distributors De Gale, is dropping to £299. Games will also drop to between £99 and £149.

Game Boy owners will at last be able to get their hands on an official copy of *Teenage Mutant Hero Turtles.* It'll be in the shops at £19.99 by the time you read this. The game features the four heroes in half-shells as they battle to defeat Shredder and the rest of the Foot Clan. Other official UK Game Boy releases include *Bugs Bunny, Radar Mission* (Battleships) and *Side Pocket.*

Sony is no longer going to be responsible for producing the CD-ROM drive for the Super Famicom – long-time rival Philips is taking on the task. A Japanese launch at the end of this year is possible, but the UK is unlikely to get the Super Famicom before Xmas '93.

US Gold has a massive range of titles due for release over the next year for Sega consoles. Titles include *World Class Leaderboard* (Game Gear, Master System, Mega Drive), *Indiana Jones And The Last Crusade* (Game Gear, Mega Drive), *Kick Off* (Game Gear, Master System), *Heroes Of The Lance* (Master System) and *Outrun Europa* (Master System). Phew!

ARROW FLASH

Sega / £34.99 / Mega Drive



Zuccalesa is no more. Your home planet was blown up before your very eyes as you orbited it in a space station. Going through the planet's last hours on videotape you notice a large alien spaceship hanging ominously in space. You must avenge the destruction of Zuccalesa by attacking this ship and the hordes of aliens protecting it.

Your own ship is equipped with the latest technology – a unique two-mode attack system which allows your ship to shape-shift. Basically, your cosmic cruiser can adapt to suit different types of battle environment. Your ship also has a deadly secret weapon, the Arrow Flash. This can take the form of a pulse beam that destroys everything in its path or a forcefield which enables your craft to safely ram the opposition without suffering any damage.

Yes, *Arrow Flash* is a typical Mega Drive shoot 'em up. While the storyline is very exciting, there just isn't enough variation in the aliens or the backdrops to keep a trigger finger satisfied.

THE VERDICT 69



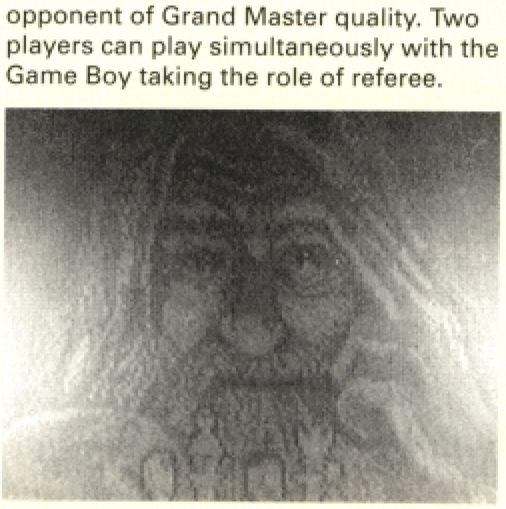
CHESSMASTER

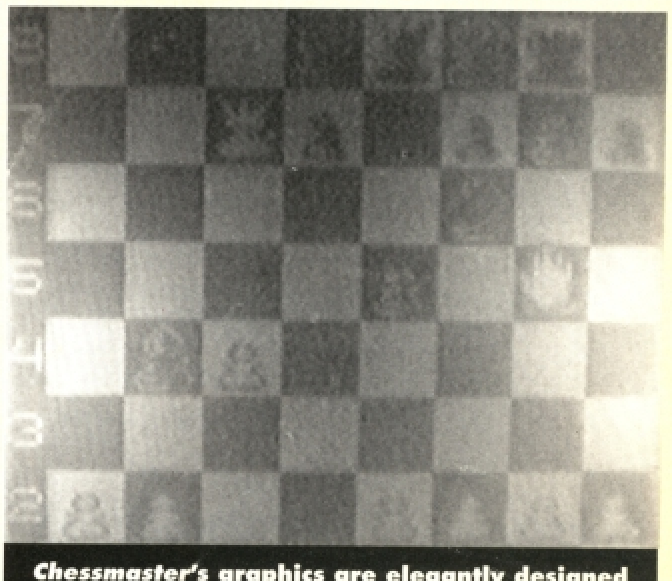
Nintendo/ £19.99 / Game Boy

Chess is chess is chess, as the saying goes. *Chessmaster* on the Game Boy, however, will come as a shock to anyone expecting a bog standard game of chess. While the game remains the same as that first played in ancient India circa 600AD, the name has changed from chaturanga to... er, chess. What sets the Game Boy version apart from other computerised versions isn't the level of play or layout, but the fantastic sampled speech. The music and spot effects are pretty incredible too. There are loads of options to take this from a good chess tutor to an opponent of Grand Master quality. Two players can play simultaneously with the Game Boy taking the role of referee.

If chess isn't your thing you'll still find yourself enjoying this game, and if it is your scene, you'll absolutely love it. With amazing sound and great graphics this is an essential Game Boy purchase.

THE VERDICT 89





***Chessmaster's* graphics are elegantly designed without being overly ornate. It's the digitised speech that will really get you going, and sets this version of chess apart from others.**

NINJA GAIDEN



Combat on the high wire is easier than on the ground. A single hit is all it takes to knock one of the guys off. Of course, the same applies to you...

Atari/£29.99/Lynx

CONSOLE CLASSIC

Some demonic being from the nether regions has decided that the Orient has become too tame, too easy to dominate, too much of a walk-over. To a heinous character like himself there is only one answer – America. Land of truth, justice and *Paris, Texas*. So Mr D.E. Mon packed his trunk and sauntered over to the States. Once there, he recruited numerous street-wise thugs to carry out his criminal master plan. And lo – it wasn't long before the criminal underworld was at his command.

Meanwhile, back in Japan a band of warriors – belonging to an exclusive club called the Ninja Gaiden – were busy putting right everything that Mr D.E. Mon had screwed up. Hearing that the demon had moved to the States, the remaining members of the Ninja Gaiden travelled immediately to America.

So much for the storyline. Now a short paragraph for trivia collectors. *Shadow Warriors* is the UK version of *Ninja Gaiden*. It appeared in the arcades and Ocean released it on ST and Amiga versions bearing this title. *Ninja Gaiden* was voted coin-op of the year last year. 'Gaiden' isn't a recognised English word – my dictionary suggested guidon, garden, gadded, jaded, jading, gadding, guidance, guided, goaded, giddy, goodness and goddess.

Your aim in the Lynx version is to traverse five horizontally-scrolling levels any which way you can. You have a high kick and thunderous punch to help ward off the many thugs, villains and martial arts experts that come your way. In short, *Ninja Gaiden* is a cracking beat 'em up.

Littered throughout the cityscape are breakable objects like crates, chairs, tables and telephone boxes. If you manage to kick or punch a thug onto one of these items, a power-up will appear. The same happens if *you* fall onto one of them. Power-ups include extra points, a lengthy sword, lives, energy and timer stop. All, apart from extra points, are useful to aid you in your quest to wipe out the demon.



A quiet walk along a back street of downtown New York has never been a very enjoyable experience. It's made all the less pleasant when you bump into Michael Tyson-like assailants.



The are some terrific static screens in *Ninja Gaiden*. So much detail crammed onto such a small screen!

At the end of each stage you've got to face a huge end-of-level thug. The further you progress, the tougher your end-of-level opponent becomes. In fact, the thug turns into a whole gang of nasties on later levels. On these higher stages you often get the end-of-level characters from earlier levels re-appearing throughout the stage.

Ninja Gaiden is without doubt the finest game yet to appear on the Lynx. Perhaps this will be the game to finally provide this console with the success it deserves. The graphics are superb – highly detailed backdrops with expertly animated sprites. A few digitised grunts when an opponent hits the deck wouldn't have gone amiss though!

THE VERDICT 92



You've just started your quest and already all hell has been let loose. A variety of pick-ups mean you can inflict varying degrees of damage on your opponents.

SHADOW WARRIOR

Nintendo/£34.99/NES

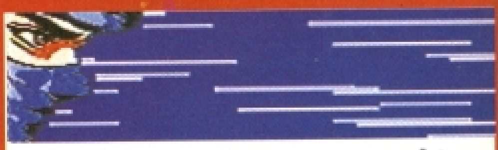
Shadow Warrior is based on the coin-op *Shadow Warriors* (nee *Ninja Gaiden*). Presumably, the 's' has been dropped because the NES version is one player only. The gameplay is very different to the Lynx version reviewed on this page. There are more pick-ups, a larger number of enemies to do battle with, and far more complex levels.

You play Ryu, son of the late Ken Hayabusa. Ken was not only a ninja, but also an archaeologist who discovered an ancient temple containing two statues. When the statues are combined they become a weapon of phenomenal power. One of these statues has fallen into the wrong hands and global destruction is on the cards. Step in Ryu.

What happens next is classic arcade action as Ryu battles through six levels packed with all kinds of enemies (some human, some not), each one topped off with an end-of-level boss. It's a fantastic game which has been very well received in the States, where a sequel is about to be released.



Early end-of-level guardians pose few problems. On later levels, however, you'll be attacked by three or more simultaneously.



Every few stages you're treated to a comic book sequence of beautiful still images together with a dialogue.

THE VERDICT 87

JAMES 'BUSTER' DOUGLAS KNOCKOUT BOXING

Sega/£34.99/Mega Drive



In your first round fight you take on King Jason, a 28 year old boxer weighing in at 200 pounds. With 32 wins, four draws and only four losses, Jason is an imposing opponent.



Old James Douglas – he's a bit of a lad, isn't he. Beating Mike Tyson, making loads of money out of one fight and then losing in his first defence. Kind of makes you think he was a little lucky against Iron Mike. Anyway, that shouldn't concern you because you're here to take good old Buster all the way to the heavyweight championship.

There are five contenders – you must select one of them to take on the rest. Having picked your puncher, it's into the ring for a gentle game of chess to see who has the most agile strategic mind. Actually, I lied – you climb into the ring and beat the living crap out of your opponent before he does unto you what you don't want him to do. Quite simple really. You have to use combinations of lefts and rights, and body and head punches, to sap your opponent's strength meter until it gets low enough for you to administer the knockout punch.

If and when you beat the other four contenders you win the championship belt. However, the story doesn't stop there as you must defend your title. If you successfully defend against all the challengers, you get to take on the toughest fight of your career. And you'd better be well prepared to get bloody, because Iron Head is virtually unconquerable.

One accusation that can't be levelled at *J'B'DKB* is skimpy graphics. The main sprites are truly huge – lots of bulging muscles, sweaty backs and throbbing... er, hands. Although the graphics are big, the animation sadly is jerky and not very well done. The sound is exactly what you would expect. Bone-crunching thuds as you pummel your opponent into the canvas, and the odd bell and blast of music between rounds are just about all you get.



Jason's decked you and it doesn't look as though you're going to get up. Even if you do get up, the ref may call the whole thing off. He'd be perfectly justified; how can you expect to win the championship?

On the whole it's not a bad game – probably the best of its kind, because it's the only boxing game of this sort on the Mega Drive. One thing that does really make the game is the two player option. At last you can beat your best mate's head to a pulp without having to explain the bloodstains on the carpet to your parents!



Before you begin a bout, you can choose the boxer you'll control. There's King Jason, Fernando Gomez, Kim Nang, Dynamite Joe and, of course, Buster Douglas. Whoever you choose, you'll have to defeat all the other characters on your trek to the championship.



So you've made it this far. Don't expect to get any further. Your last opponent, Iron Head, is a very difficult character to land a punch on, let alone knock out.

THE VERDICT 79

CHEATS!

Crikey, what a collection of crafty hints, tips and dastardly dodges for all the latest console carts!!

SUPER REAL BASKETBALL

(Mega Drive)

Run to the computer opponent's side of the court and stand still without moving inside the three point line. You will be awarded with a pushing foul almost every time. Also, when going for the big three pointer from in front, press the sequence A, B and C seven times to score every time. Do this when the image flicks to the large view. When shooting from the sides do the same sequence four times followed by just A and B.

GOLDEN AXE

(Master System)

When you have no continues left and you have died for the last time, a further continue will be awarded if you press the joypad diagonal up and left and press either button 1 or 2 simultaneously. This tactic only works once.

FINAL FIGHT

(Super Famicom)

In the top left hand corner of the bar is a plank of wood. Break this and pick up the food that appears. You will gain 12 extra lives.

BALLOON KID

(Game Boy)

To kill the wolf at the end of level two, drop all your balloons and wait for the wolf to start moving. Jump from your platform onto the wolf's head. It is easier if you make sure the wolf is in the middle of the screen when you do this. You should bounce back onto the platform. Repeat this twice. But watch out – the screen starts to move as soon as the wolf has jumped away.

DOUBLE DRAGON

(Nintendo)

On the title screen select the two player game (B). When the game starts, knock down your fellow player and you will have the life that he has just lost. Keep on doing this until you have eight lives.

RAMPAGE

(Atari Lynx)

While on the monster select screen press pause. Unpause the game and select a monster. When you see the newspaper screen, hold down option 1 and move the joypad to go to whatever level you want.

BOOTYFULL!

The best tip in each issue bags the sender a swashbucklingly good piece of booty. Fancy yourself in the running? Drop us a line with your hints, tips, cheats and tricks. Get scribbling to: **Cheat! Console Action, ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE.**

CES SHOW

As promised, here's the complete run down of console news from the Summer CES in Chicago. Below you'll find an A-Z by company list of every console title that's news on the 'other side of the pond'. Music, maestro please...

CONSOLE NEWS

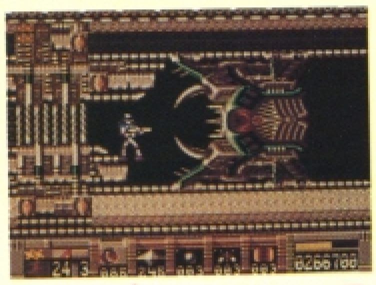
ACCLAIM

The US console game giant had a fair few offerings up its sleeve, including the announcement of four new titles for Nintendo's Super NES. These will be *Populous, The Simpsons, Smash TV* and *Super WWF Wrestlemania.* Following up on the success of its Simpsons titles (its NES version of *The Simpsons: Bart vs The Space Mutants* continues to lead US video game sales). Acclaim also announced the August release of *Bart Simpson's Escape From Camp Deadly* for the Gameboy along with *The Punisher: The Ultimate Payback,* and *Double Dragon II.* On the NES you'll find *Double Dragon III: The Sacred Stones, Bart vs The Space Mutants, Trog* (a prehistoric maze game), *Smash TV* and *Arch Rivals* (a 'basket-brawl' game). Pride of place in the new NES title category, is Acclaim's *Wizards And Warriors 3,* which is scheduled for American release this autumn.

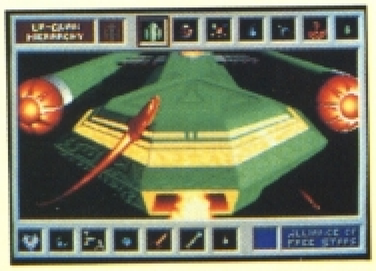


ACCOLADE

California based Accolade launched its Ballistic 16-bit console label earlier in the year. Its first four titles will be *HardBall, Star Control, Onslaught* and *Turrican* (initially out for the Mega Drive – in fact they should be out in the UK when you read this, but Super NES/Famicom versions are to follow). As well as displaying these titles, Accolade also announced its Game Boy conversions of arcade classics *Asteroids* and *Missile Command,* available in the US during the 'fourth quarter' of the year.



Turrican ▲ **Star Control ▼**



AMERICAN SAMMY

Third party Nintendo developer American Sammy was displaying several new NES titles including *Might And Magic: Secret Of The Inner Sanctum,* the boxing game *Rocky,* the basketball sim *Ultimate Basketball,* and an action adventure by the name of *Vice: Project Doom.* For the Game Boy there was a arcade adventure title called *Ninja Taro.*

ARCADIA

These fellows were on the Virgin stand to show off two new Game Boy titles – a gambling sim, *Caesar's Palace* and the brilliant arcade adventure *Prince Of Persia* .

ASMIK

It may sound like the sort of stuff you'd find covering your jellied eels, but in fact Asmik is a Nintendo developer. Up its corporate sleeve you'll find *Wurm* – a role playing action title, and *Conquest Of The Crystal Palace* for NES, and, on Famicom, a game by the name of *D Force.*

ATLUS

Atlus is about to put two Game Boy strategy titles on the map – they are *A-Mazing Tater* and *Spud's Adventure* (do we detect a strange potato fixation here?) Meanwhile on NES you'll get *Rockin' Kats* and *Super-Real Golf Grand Slam.*

ATARI

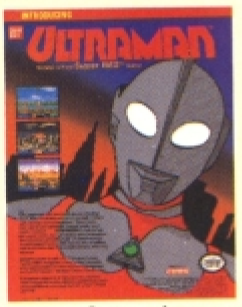
Very little seemed to be going down on the Atari front, but new Lynx software in the offing includes the Tengen titles *Hard Drivin',*



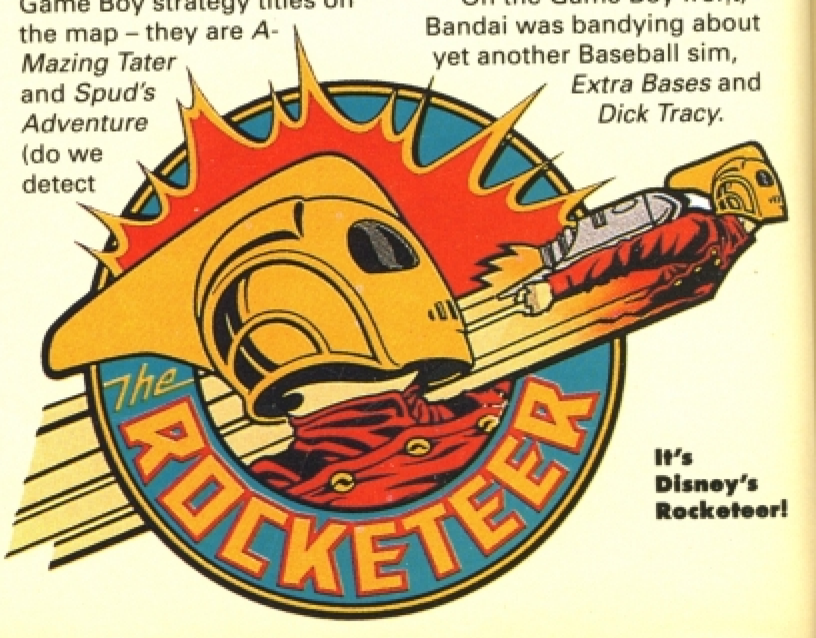
Vindicators, Hydra, Xybots, APB and *Stun Runner,* as well as *Rolling Thunder, Hockey, NFL Football, World Class Soccer, Turbo Sub, 720°, Viking Child, Chequered Flag, Grid Runner, Bill And Ted's Excellent Adventure* and *Toki.*

BANDAI

Bandai had on display its first offering as a third party Super Famicom developer. The game is titled *Ultraman,* and is based on a Japanese TV show, to be televised in the US in January 1992 and predicted (by Bandai) to be as big as *Turtles* and *GI Joe*! For the NES, Bandai has an arcade adventure – *Ultimate Journey;* plus a baseball game – *Legends Of The Diamond;* a TV show licence – *Toxic Crusaders* and a horror arcade adventure – *Frankenstein.* Also in the pipeline for the NES is the game of the forthcoming comic-hero-inspired Disney movie – *The Rocketeer.*



On the Game Boy front, Bandai was bandying about yet another Baseball sim, *Extra Bases* and *Dick Tracy.*



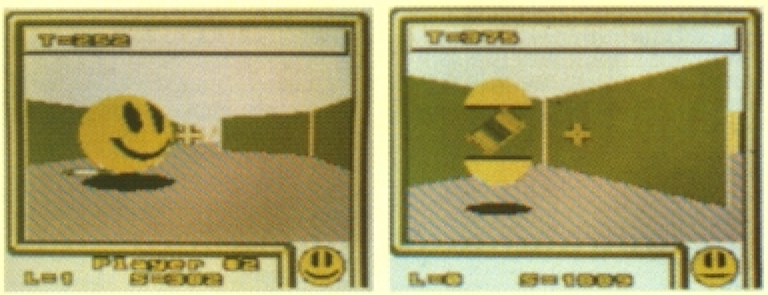
It's Disney's Rocketeer!

BIGNET

This Sega licensee was showing *Centurion: Warrior Of Rome* for the Mega Drive.

BULLET PROOF

Although Bullet Proof had the NES/Gameboy versions of *Pipe Dreams* and *Hatris* on display, stealing the day on its stand was the 'futuristic pursuit' game *Faceball 2000.* Here you get to play a ball (complete with big grinning face) racing through a maze chasing other players. Up to four people can play using Nintendo's new multiplayer adaptor, each seeing the game from their own perspective. A super NES version is also planned.



Four player Game Boy fun in *Face Ball 2000.*

CAMERICA

Eeek! Canadian based Camerica is nothing other than a front for 'market leader every year in Great Britain' – the Code Masters! Yep, all the Camerica games and of course its Game Genie – the NES 'game enhancer' – were developed by 'the most successful software house in Great Britain'. It is also to launch four-games-on-one-carts for the NES featuring titles like *Jet Bike Simulator* and the 'classic' *MiG 29.* Mumble, mumble.

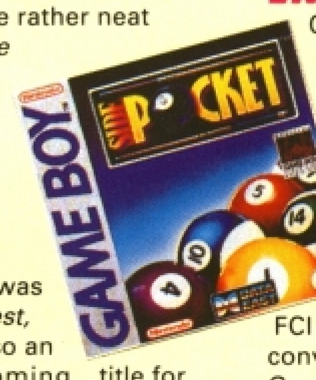
CAPCOM



Capcom, one of the top three of America's 55 licensed Nintendo developers in America, was showing *The Little Mermaid,* the 'first video game launched specifically for young girls'. Blimey! It'll appear on NES and feature many of the movie's characters as well as the award winnning song '*Under The Sea*' Hem, hem. For the Famicom, there were conversions of *Final Fight, Super Ghouls And Ghosts* and *UN Squadron* in the offing for US release in October, November and December respectively. Other NES titles include *TaleSpin, Snow Brothers* and *Mega Man 4*, whilst over on the Game Boy you'll see *Mega Man – in Dr Wily's Revenge, Who Framed Roger Rabbit,* and *Snow Brothers.*

DATA EAST

Coin-op manufacturer Data East had the rather neat *Burger Time Deluxe* on the Game Boy along with *Side Pocket*, a pool sim. Also on the Game Boy was *Crystal Quest,* which is also an up and coming title for the Mega Drive. On Famicom, there was a rather impressive conversion of its arcade hit *Caveman Ninja,* plus *Ultrabots Sanction: Earth* – a sort of *Transformers* style robot battle game. Among the new NES titles on show was an *Avengers* Marvel Comic licensed game.



DREAMWORKS

Sega developer Dreamworks had two new Mega Drive titles on display: *Wings Of Wor*, and *Jesse 'The Body' Ventura*, a pro wrestling sports sim.

ELECTRO BRAIN

Three new Game Boy titles here: *Go! Go! Tank, Brain Bender* and *Dead Heat Scramble,* plus two for the NES: *Eliminator Boat Duel* and *Ghoul School.*

ELECTRONIC ARTS

The big news from EA was that it's to develop for Nintendo's Super Famicom in addition to its Sega development licence - the first software publisher to be an official licensee developing for both Sega and Nintendo. First Super NES titles include *John Madden's Football* and *PGA Tour Golf.* On the Mega Drive, EA had numerous titles including *Might And Magic: Gates To Another World, Buck Rogers: Countdown To Doomsday, The Killing Gameshow, Shadow Of The Beast, The Immortal, Starflight, Blockout, Centurion, King's Bounty, Faery Tale Adventure, Rings Of Power, Road Rash* (a motorcycle action/racing game) and (from the authors of *John Madden*) *NHL Hockey.* It also announced a Game Boy title, *Jordan vs Bird One On One* (subject to approval by Nintendo) For the uninitiated, it's a basketball game.

ENIX

Camping on the rather huge Nintendo stand, Enix had the third instalment in its role-playing NES series, *Dragon Warrior III*. It also had *Act Raiser* for the Famicom.

FCI

FCI is the company who convert and publish NES and Game Boy versions of RPGs like *AD&D, Bard's Tale* and *Ultima* games. Brand new were *AD&D's Hillsfar* and *Ultima Warriors Of Destiny* both on NES to add to its existing collection. *The Bard's Tale* was also on display for the NES and for the Game Boy there was *Ultima Runes Of Virtue*. In a non-RPG frame of mind there was *World Championship Wrestling* and *Lunar Pool* for the NES and *Tasmania Story, Bubble Ghost* and *Boxxle* for the Game Boy.

HAL AMERICA

The people behind *Hole In One Golf* had *NCAA Basketball* and *Hyper Zone* on display. Whilst on NES there was *Lolo III, Daydreamin' Davey* and *Kabuki – Quantum Fighter.* For the Game Boy there was new title *TRAX*. Hal also had a custom built Famicom joystick – the JB King Joystick,



JB – a jailed soul singer and now a Famicom joystick!

offering slow motion capabilities, six different speeds of rapid fire, and customisable buttons.

HI TECH

This outfit mainly aim at producing NES titles for the younger end of the market. Licences include *Tom And Jerry, Barbie* and *Sesame*



Heeeeeeere's *Barbie*!

Street. For older gamers there was *Hunt For Red October* and *Chessmaster* for NES and Game Boy, plus *Orb-3D* for NES.

HOT-B

Hot B is the company behind two NES fishing simulations – *The Black Bass* and *The Blue Marlin.* It also had *Over The Horizon* on display – the first NES shooting game with programmable weaponary.

HUDSON SOFT

Newies from Hudson Soft include *Bill Laimbeer's Combat Basketball* and *Super Adventure Island* on the Famicom. For the NES there was *Adventure Island II, Princess Tomato In The Salad Kingdom* (we kid you not) and *Jackie Chan's Action Kung Fu.* Finally, on the Game Boy there was *Triumph, Atomic Punk* and *Hudson's Adventure Island.*



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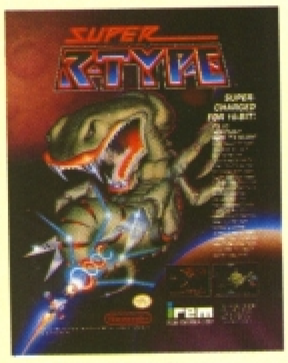
IDG

These are the geezers behind the Mega Drive conversions of *Crackdown, Joe Montana Football, Golden Axe, Turbo OutRun*, and *Altered Beast.*

IGS

NEC developer IGS was exhibiting several new TurboGrafx-16 titles including *Sinistron, Tricky Kick* and *Sonic Spike.*

IREM



Coin-op king Irem had several stormin' titles on show including some of its own arcade conversions. *Hammerin' Harry* is being converted for NES as we speak, to be accompanied by *Kung Fu II* and *Metalstorm.* At the forefront was *Super R-Type* for the Super Famicom with its enhanced sound and graphics.

JALECO

Like Hudson Soft, Jaleco had a veritable host of titles for Famicom, NES and Game Boy. For Famicom there was the baseball sim, *Super Bases Loaded*, and *Big Run.* For the NES there was *Maniac Mansion, Totally Rad* (arcade game with a 'beach dude' hero), *Whomp 'Em* (cutesy arcade), *Revenge Of The Mutant Squash, Bases Loaded 3, Cyberball, Metal Mech* (*Battle Tech* style robot shoot 'em up) and *The Last Ninja* (System 3's beat 'em up). For the Game Boy there'll be *Battle Unit Zeoth, Fortified Zone* (two player shoot 'em up), *In Your Face* (basketball), and *Maru's Mission* arcade.

JVC/LUCASFILMS

In conjunction with Lucasfilms, JVC had several NES titles on display including *Star Wars, Defenders Of Dynatron City*, and *Mini Putt.* For the Game Boy there was also *Chop Lifter II.*





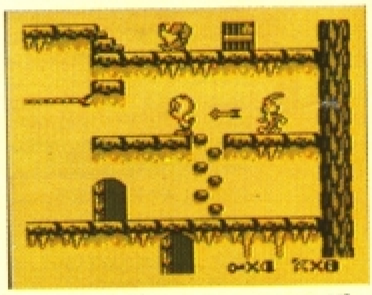
Wilson & Capone: dodgy geezers in Chicago.

KANECO

These guys are Sega developers and their new line up for the Mega Drive includes: *DJ Boy, Air Buster* and *Berlin Wall.* The latter title will also be available for the Game Gear.

KEMCO-SEIKA

This Nintendo developer had *North And South, Deja Vu* and *Uninvited* for the NES, and the RPG *Sword Of Hope* plus *Bugs Bunny: Crazy Castle II* for the Game Boy. For Super NES there was



All this and *Bugs Bunny II!*



***Drakkhen* on the Famicom.**

also a version of Infogrames *Drakkhen* and Mirrorsoft's *Bombuzal.*

KONAMI

Konami's Famicon development had come up with three new titles: *Gradius III* (shoot 'em up for Oct/Nov US release), *The Legend Of The Mystical Ninja* (action/arcade) and *Castlevania IV* (adventure). For the NES, Konami has sequels to its coin-op *Contra – Contra Force*, and to its *Turtles* titles – *Teenage Mutant Ninja Turtles III.* Also there'll be several NES conversions of other companies' titles including *Where In Time Is Carmen Sandiego?*,



Kings Quest V and *Pirates.* Other NES titles included *Nightshade, Star Trek, Monster In My Pocket (Blimey! Ed.), Tiny Toon Adventures* and *Bucky O'Hare* for the remainder of '91. Most immediate NES gamers will get to see *The Lone Ranger, Cyber Stadium Series - Base Wars*, and *Laser Invasion.* For the Game Boy there was *Double Dribble – 5 on 5* (basketball), *Blades Of Steel* (ice hockey), *Bill Elliot's Nascar Fast Tracks* (stock car racing), *World Circuit Series* (F1 racing), *Castlevania II, Teenage Mutant Hero Turtles II*, and the neat *Star Trek.*

LIGHTWAVE

Lightwave Technologies manufactures the Gamesounds Personal Remote Sound System – a wireless receiver–transmitter with headphones for the NES.

LJN

This Acclaim affiliate had a host of NES titles up its sleevies including *WWF Wrestlemania Challenge, Beetlejuice, Bill And Ted's Excellent Video Game Adventure, Terminator 2, Punisher, Wolverine* and *Thrilla Gorilla.* Game Boy titles included *Beetlejuice, Bill And Ted's Bogus Game Boy Adventure, Terminator 2*, and *NBA All Star Challenge.*

MATCHBOX

No surprise to find two NES driving games on show from Matchbox – *Racers*, a 3D isometric viewpoint grand prix game and *Motor City Patrol* – a top down police chase game. Also for NES there was *Noah's Ark* and for the Game Boy, *The Pyramid Of Ra* – a maze game.

MELDAC

Zombie Nation for the NES and *Word Hai, Mercenary Force*, and *Castle Road* for the Game Boy. C'est tout.

MICROPROSE

Sole console product on the Microprose stand was *F-15 Strike Eagle* for the NES.

MILTON BRADLEY

MB (of 'Games' fame) had *Captain Skyhawk, Digger T Rock, Marble Madness* and *Corvette ZR-1 Challenge* for the NES. For the Game Boy there was *MouseTrap Hotel* and *Super Scrabble.*

***Captain Skyhawk* – check out the review on page 61.**



NAMCO

Namco had games on display on both Sega and Nintendo stands. On the Game Boy it had that irrepressible OAP, *Pac-Man*, whilst on Mega Drive: *Powerball, Marvel Land*, and *Quad Challenge.*

NEXOFT

The next Nexoft software will be *Faria: A Land Of Mystery And Danger* – a fantasy role-playing game for the NES.

NINTENDO

Well, the big hardware news we told you last month – the launch of the Famicom (dubbed the Super NES in the US), the Game Boy Four Way Adaptor etcetera. Software available included *F-Zero, Pilot Wings, Super Mario World* (which the machine will be bundled with), *Sim City, Super Play Action Football* and *Zelda III.*



NTVIC

Crazyland for the NES was a 'non violent search game' (ahh!), whilst *Fastest Lap* was a Formula 1 race game and *Power Mission* was a 'strategic power mission' – both for the Game Boy. For the NES *Isolated Warrior* was a 3D isometric alien shoot 'em up.

NUVISION

Tucked in a nook of the large Sega booth, this licensee was sporting *Bean Ball Benny, Swamp Thing, Guardian Angels* and *Bimini Run* – all for the Sega Mega Drive.

OCEAN

Ocean's delve into the console market kicked off with the announcement of two Famicom titles – the conversion of *Robocop 3* and *Radio Flyer.* On the NES were *The Untouchables, Darkman* and *The Addams Family*,

Sam Raimi's *Darkman* hits NES & Game Boy.





Donald Duck stars in *Quackshot* on Mega Drive.

whilst the Game Boy had *Mr Do, Robocop, Navy Seals, Darkman, Hunchback* and *The Addams Family.*

RAZORSOFT

A new line of Mega Drive titles included *Stormlord, Death Duel* and *Slaughter Sport.* Incidentally, following on from last month's *Console Action* news story about Razorsoft battling it out in court with America's moral



Stormlord on Mega Drive.

majority over the inclusion of the nude nymph graphic – it would appear it's lost. Yep, the nymph sprite in the copy being exhibited was sporting a metallic bra (boo hiss).

RENOVATION

These geezers are Sega licensees and were exhibiting *Gain Ground, Granada, Final Zone, Dinoland, Gaiares, Arcus Odyssey* and *Valis III.*

ROMSTAR

NES titles abounded on this stand, with *Twin Eagle, Magic Darts, World Champ, Mr Chin's Gourmet Paradise,* and the Mr Chin sequel, *Thunder And Lightning.* On the Game Boy there was *Torpedo Range.*

SAGE'S CREATION

For the Mega Drive, this company had *Blue Almanac,* Capcom coin-op *Crack Down* and the gangster adventure *Ka Ge Ki.*

SEGA

New titles from Sega for its very own Mega Drive included *688 Attack Sub* (the EA Sub sim) *Alien Storm* (the coin-op conversion), *Decapattack* (nothing to do with coffee), *Quackshot Featuring Donald Duck* (brilliant), *Fantasia* (also well neat and converted by Infogrames), *Flicky, Hockey, Joe Montana II, Mercs, Midnight Resistance, Phantasy Star III, Shining In The Darkness, Sonic* (we want his babies), *Spiderman, Streets Of Rage, Super Volleyball, Tank, Twin Cobra* and *Toe Jam And Earl* (Sega reckons *Toe Jam* could better even the mighty *Sonic* in success). For the Game Gear there was *Leaderboard Golf, Face Card, Woody Pop, G-Loc, Joe Montana,* and *Sweep* on display.



Mickey M in Fantasia.

SETA

On this stand was *F-1 – Built To Win* and *Battle Bull* for NES and Game Boy, whilst on Famicom there was *F-1 – Built To Win* and *Nosferatu.*

SNK

SNK officially launched its mega console, the 24-bit Neo Geo, but in the wake of the Super NES launch, and price cuts from other rivals, we suspect it's a machine beyond most pockets. New titles included *Ghost Pilot, Blue's Journey,* and *Sengoku.*



SNK launched its Neo Geo, the Pit Bull of consoles.

SOFEL

NES titles here included *Snow White* and *KlashBall,* whilst on the Game Boy there was *Fish Dude,* an underwater obstacle game.

SOFTWARE TOOLWORKS

Impressive announcements from this stand including the development of Famicom versions of *Paperboy II, Wing Commander,* and *The Miracle Piano Teaching System.* On the normal NES there was *Captain Planet, Paperboy II, The Miracle,* and *Dirty Harry. Paperboy II* also put in an appearance on Game Boy, along with *Gauntlet II, Marble Madness, Days Of Thunder, Klax* and *Paperboy.*

SONY

For the Famicom Sony Imagesoft had *Equinox, Baseball, Jelly Bean* and *Hook* (a *Peter Pan* game based on the forthcoming Robin Williams movie). For the NES there was *Hook, Dragon's Lair,* and *Hudson Hawk.* These same three titles plus *Altered Space* were being demonstrated for the Game Boy.

SQUARESOFT

A Nintendo owning role player's delight here, with titles like *Final Fantasy Legend,* and *Final Fantasy II* on NES and *Final Fantasy Adventure* for the Game Boy.

SUNSOFT

Sunsoft had *Batman, Return Of The Joker, Dino Hockey* and *Mr Gimmick* on offer for the NES, and *Batman* for the Mega Drive.

TAITO

Only *Powerblade* and *Indiana Jones And The Last Crusade* here. Both for NES.

TECMO

Tecmo Super Bowl and *Ninja Gaiden III* were Tecmo's NES highlights, whilst *Tecmo Bowl* and *Ninja Gaiden* were on offer for the Game Boy.

TENGEN

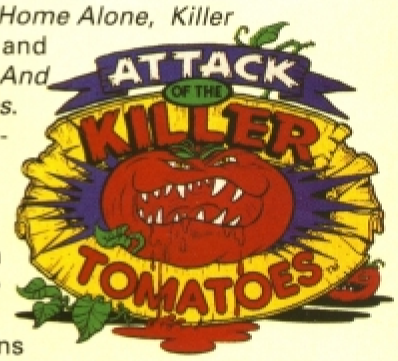
For the Mega Drive, the Atari games label had *Klax, Ms. Pac-man, Paperboy, Rampart* (the *Castles* style coin-op), *Roadblasters, Hard Drivin', RBI Baseball III, Pacmania,* and *Pit Fighter.* Meanwhile over on the NES there was *RBI Baseball 2, Gauntlet, Ms. Pac-man, Klax, Skull And Crossbones, Police Academy, Pac-man, Pacmania, Rampart* and *Pit Fighter.*

***Pit Fighter* on Famicom.**



THQ

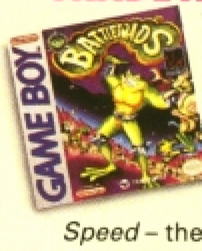
THQ had an NES paint package on display by the name of Videomation. It also had a number of licences including *Home Alone, Killer Tomatoes* and *Peter Pan And The Pirates.* Announcements on the Famicom front included a *Vanilla Ice* game and conversions of Atari Games' *Race Drivin'* and *Pit Fighter.*



TOHO

On show with Toho was *Godzilla 2* – a weird strategy boardgame-style title and the role player *Times Of Lore* – both for the NES.

TRADEWEST



This stand was home to the fab *Battletoads* on NES and now Game Boy. Other releases included *High Speed* – the NES licence of the Williams pinball, plus *Super Off Road, Sneaky Snakes* and *Jack Nicklaus Golf* for the Game Boy.

TRECO

For the Mega Drive, Treco had *Street Smart, Task Force Harrier,* and *Vasum* (which apparently used to be called *Dando*).

TRIFFIX

Just a little arcade adventure title here called *Castelian,* and on both NES and Game Boy formats.

VIC TOKAI

This Nintendo developer had *Secret Ties* for the NES and *Legend Of Zod* for the Game Boy on display, as well as its Light Boy and Light Boy Game Keeper.

VIRGIN

Finally, Virgin US had NES titles such as *Robin Hood, Prince Of Thieves, MC Kids, Overlord* and *Greg Norman's Power Golf* on display. It also played host to Arcadia's console titles, but you'll have to go back to the top of this list to find out about them.

STOP

CRYSTAL TIPS*

*AND ALISTAIR

A CELEBRITY GUIDE TO EYE OF THE BEHOLDER

There once was a man called *Rich Pelley,* Who was rather off-puttingly smelly. So we got him to do Lots of tips just for you, Then gave him a large plate of jelly.

Rich ponders his next move...



Actually, I was having a bit of trouble with US Gold's *Dungeons And Dragons* clone myself, so I thought I'd phone around a few people to see if I could get any help.

BETTY BOO'S HANDY HINTS ON CHOOSING YOUR PARTY



The first name that leapt to mind was Betty Boo, who is renowned for being a bit of a dab hand when it comes down to this character selection business. There aren't many Boos in the telephone directory either, so it was pretty easy to get her on the blower as well. Here's what happened.

– Ring, ring.

"Hello. Betty Boo here."

"Er, hello. I'm ringing from ZERO magazine and I was just wondering if you could possibly give our readers a few hints on how to select their party in *Eye Of The Beholder.*"

"Sure. No problem. There are four basic character classes to choose from - Warriors, Clerics, Mages and Thieves, so when choosing your party you should select one of each. If I were you I'd pick a female Dwarf Cleric (for healing people), a female Elf Mage for spelling (the magic kind, dummy), a male Halfling Thief (to pick locks), and a male Half-Elf Ranger. This line-up will provide you with a character of each race enabling all the clues on the walls to be deciphered whether they are in English, Dwarvish, Elfish, Thieves Tongue or whatever. Although Paladins are good, if you want your party to gain levels really quickly then don't bother selecting one. There is a Paladin that you can resurrect on level nine anyway."

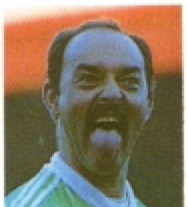
"Ah, great. Anything else?"

"Well, when rolling stats, choose the Modify option and bump all the scores up to full -- this has no effect on the dungeon but it increases the power of your adventurers. Also, if the various characteristics for each adventurer are all set on maximum, then each member will receive a 10% bonus on all experience they earn, and hence gain levels quicker."

"Cheers then, Betty."

"Glad I could be of some help. Bye!"

BRUCE GROBBELAAR'S TOP TIPS ON EXPLORING



The next call I made was to Liverpool's ace goalkeeper, Bruce Grobbelaar. He managed to provide tons of useful info on exploring (although he admitted that he did have some help from ex-player-manager Kenny Dalglish).

"Arrange your party so that the Cleric and the Ranger are in front of the Thief and the Mage. Done that? Right. We're off. Pick up the body at the start of the dungeon. His name is Tod Uphill, a Chaotic Neutral Halfling Male Thief, and he's pretty good at what he does (or at least he was until he got killed for it). There is also the body of a human fighter – Anya – lying around. You might as well take this as well, because once resurrected he'll join your group, and six characters are obviously better than four. You get a chance to try your hand at resurrecting on level five, but as you can only resurrect one character, I'd go

TO ... OF THE ... LDER



for Tod if I was you.

"Well, hopefully all this should help, but there is plenty more you should know about that'll assist your progress once you've played your way into the game. As Betty suggested, you should have selected player characters of different races, enabling all the writing on the walls to be deciphered. However, if you come across a marking on the wall where the character utters "What a strange marking to place here", insert a dagger into the crack. If you do this in all the strange marks that you locate, a secret door will open.

"Ah, yes. Once you arrive at level four, agree to help the Dwarves and allow Dohrun the Dwarven fighter to join your party – the more characters the merrier! Also, you will now be allowed to visit the Dwarven Cleric – he'll cure any members of your party who have been wounded and reincarnate any who may have accidentally been killed.

A final point about the thieves – if a Thief is trying to pick a lock, don't keep trying for too long as it is rather prone to break. Either swap picklock sets or move away a square, then try again. If you just keep on clicking, there is a good chance that the thing will snap, and then you'll be right up the creek without a pair of swimming trunks. Must go. Seeya."

LES DAWSON'S GREAT GUIDE TO MONSTERS



When trying to call chubby comedian Les Dawson, I must have accidentally dialled the wrong number. An old lady answered the phone instead. Rather strangely, though, she still seemed to know an awful lot about the majority of the baddies lurking throughout the game.

KOBOLD (LEVELS 1 to 3)

"No problem. Simply hack away at them with your fighters – there's no need to bother wasting your spells on them. They drop handy daggers which the Mage and Thief can chuck from the back ranks."

GIANT LEECH (Levels 1 & 2)

A bit of a joke these, so you may as well use them for sword practice. You might like to use the odd magic missile to speed things up a tad, but as they can't do any real damage, it's probably not worth the bother. Like Kobolds, these creatures only defend certain areas and won't leave their domain. This is something which you can cunningly use to your advantage."

SKELETON (MOST LEVELS)

"These can prove a bit of a nuisance, unless you shoot them at long range with spells and missile weapons. They are very weak, but can cause a fair bit of damage if you are inexperienced. Like my Alf with his begonias. Heh, heh, heh."



Oh goody – some spare ribs. Anybody got any barbecue sauce?

ZOMBIE (FIRST FEW LEVELS)

"No problem, seeing as most of the time your Cleric can take care of them in the same way as with the Skeletons. And besides, they can't cause you too much damage. Shoot at long range or get in close and hack – the choice is yours (just don't take too long to decide which tactic to use)."

KUO-TOA (LEVELS 2 & 3)

"At long range, these frogmen are a bit of a hassle thanks to the electricity they shoot at you. On the other hand, at short range they're a bit crap really. So simply get in close and bash."

DISPLACER BEAST (LEVELS 7 & 9)

"The instruction booklet reckons that these are difficult to hit as their image appears a few squares away from their actual position. However, I reckon this isn't strictly true. In fact, I reckon that the manual is talking out of its bottom because I managed to shoot them from long range with ease. Just don't bother with any hand-to-hand combat as the twin mace-tails they possess are more than a match for your fighters."

DRIDER (LEVEL 8 & 9)

"Driders are the sort of chaps who can fire extremely powerful spells, but are weak in hand-to-hand combat (where they use spears). This means that you should get in quickly and fight for all you're worth. After killing them, give the spears to the thieves to carry. By the way, they only appear on level nine, except for one sneaky one who creeps around under an invincibility spell on level eight – so watch out!"

FLIND (MAINLY LEVEL 3)

"The dog men are a sucker for missile weapons, and can cause a fair bit of damage in melee combat."

HELLHOUND (LEVEL 8)

"More dog men, who sit around in regeneration points just waiting for some innocent adventurer to pass by. Worse still, they are rather good in hand to hand combat. So, just to annoy them, get your Cleric to cast a Prayer spell on the party. You did chose a Cleric at the beginning of the game, didn't you?"

KENKU (LEVEL 5)

"Either launch missiles at them (but watch out as they can also cast Magic Missiles), or alternatively get in close, introduce yourself and hack them to death. Then steal their staffs."

RUST MONSTER (ER, DUNNO)

"If one of these ever hits you, you'll lose a bit of weaponry – and you can bet your last Rolo that it'll be your very best bit, too. So run around them (they're rather slow movers) or use missile weapons instead."

GIANT SPIDER (???)

"These don't take much to kill, but if a character is poisoned then a potion (of which there are only six) is vital. Attack from a distance or run around them, but don't get hit. If your party sleeps when someone is poisoned, they'll die, which is rather inconvenient. Ta ra, then."

MR JONES' CRAFTY CLUES ON THE TELEGATES



On Level five, you come across a Dwarf regiment, the leader of which gives you a stone medallion. This poses the immediate question – what is Boyle's Law for the pressure of gas? Only one way to find out – a quick call to my old Physics teacher, Mr Jones. Yibble.

"Hello Sir, Pelley here. You used to take me for Physics. I was just wondering – what exactly is Boyle's Law



Ahhh... the famous Mace-Taken triplets. Or am I mistaken? (Groan...)

for the pressure of gas?"

"Surely you should be telling me that, Pelley. See me at the end of the lesson. But anyway, Boyle's Law states that at a constant temperature, the volume of a fixed mass of gas is inversely proportional to its pressure. Incidentally, if you were wondering what to do with the stone medallion on level 5 of Eye Of The Beholder – simple. Take it and connect it up to a 240 Volt Power pack with a couple of crocodile clips. Then precariously balance it under an electron microscope, note down the movement patterns (see if you can predict which orbitals the outer electrons are in), and plot a graph of voltage against current. This won't actually help, but it'll be great fun all the same.

Alternatively, visit level four and locate the archway engraved into the wall with symbols going up its two pillars. The idea is to complete the patterns on the pillars. In this case, take the stone medallion and click it in front of the black panel. Then just sit back and watch!

In case you were wondering, you'll have been mysteriously transported to the telegate station. There are four other gates here, but the only one you'll be able to activate is the one in the centre. Take the stone dagger and click it in front of the bottom panel on the left-hand column. You'll then come out on level 9. Spook! In the telegate station is a wand, which can only be used by a Mage. Not too sure what it does, though. But I do know that Force is directly proportional to Mass x Acceleration, so don't forget that. Yibble wibble and good evening to you."

Click. Buzz...

Thanks, sir.

THE QUEEN ON SPELLING



What many people don't know is that the Queen is a bit of a computer game fan. I called her up to see if she could help me with this guide to *Eye Of The Beholder*.

"Hello. Is that the Queen?"

"Er, no. Wait a minute. Is that you, son? What are you doing? Have you been drinking? Your father and I have talked to you before about your little prob..."

"Thank you Your Majesty. You are very kind. And may I just say what an honour this is to be speaking to y..."

"Click. Buzz...."

Um, maybe I should carry on from here. Spells, eh? Well, as your *Eye Of The Beholder* manual tells you (you did read it, didn't you?), Clerics and Mages can cast different types of spells. First level Mages will find Detect Magic and Magic Missile spells initially useful – the former to reveal any magical items the party may be carrying and the latter as a low-level offence spell. Then, as a Mage increases in level, he or she will gain much more effective attacking spells such as Melf's Acid Arrow, Lightning Bolt and Cloudkill.

Clerics should select Cure Light Wounds and Bless spells at first level to benefit the party in combat. Then, as the Cleric increases in rank, he will gain more powerful spells, such as Create Food and Water, Neutralise Poison, Flame Strike and Raise Dead.

Both types of Magic Users need to memorise or pray for spells, to commit them to memory. Once you have selected which ones you require, rest your group and soon the appropriate spells will have become committed to memory, ready for casting. However, you will not be able to do this if there are any creatures lurking nearby. Incidentally, you can tell if there are any creatures in the vicinity – you should be able to hear them.

FRANK BRUNO'S FIGHTING INFORMATION



At this point, I was pretty chuffed with myself for getting so many tips, so I thought I'd pop down to the Mr Wong-Tong Take-Away (just down the road) to treat myself to a portion of chips. And guess who was there? None other than the famous boxer/pantomime star, Frank Bruno. Unfortunately, he had just dislocated his jaw whilst cleaning his teeth and was now unable to speak, and, I presumed, unable to help me with this complete guide to *Eye Of The Beholder*. But luckily I was wrong. Frank had come into the Take-Away earlier in the day to discuss some *Beholder* fighting tactics with Mr Wong-Tong, the take-away owner, who has written them down and was able to give them to me. So here they are...

"我要租一辆自行车..."

Mr Wong has of course written Frank's tips down in Chinese. Oh no, you think. But don't fret. As luck would have it, I just scraped a pass in GCSE Chinese, so here is a rough translation...

The majority of characters you meet in the game will be hostile, so adopting a good combat technique is pretty important, unless of course you want to be completely slaughtered. As Betty mentioned, you should position any fighter-types in character slots one and two, and the magical ones in slots three and four. Thus your fighters will be able to back them up with spells.

Unlike *Dungeon Master*, you cannot close doors on monsters to injure them.





No, listen to me, it's a grass snake and completely harmless – look... Eeek!

BUT WHERE ARE THE SPELLS?

A good question. Some spells can be acquired from scrolls throughout the sewer system – these scrolls may be used for either Clerics or Mages. Mage spells on scrolls can either be used straight from the scroll, so to speak, or transferred into a Mage's scroll book (with the Scribe command from the Camp menu, naturally). However, whichever method you adopt, the scroll will mysteriously vanish from your Mage's hand when used. And don't forget only new spells can be scribed into a spell book.

As for Clerics – well, the poor souls can't afford spell books, so no scribing can take place. All spells (which still disappear once used) must be used straight from the scrolls.

However, there are a few points that you can bear in mind to help...

1. When fighting monsters, don't fight to the death if your party are getting hacked, as you can always retreat behind a door, close it, and then set about healing your party. Most monsters can't leave a certain area, so you can use this to your advantage.

2. Some monsters have very few 'Hit' Points, and are relatively easy to hit due to their high Armour Class. The best thing to do here is to stand still and let your front two team members swipe time and again, until your foe is slain, with your magic users casting offensive spells from behind your fighters.

3. If your foe is quite sturdy, and strikes your party members with

unnerving regularity, swipe at it once or twice and back off a space. Wait for the creature to advance, then move back again before it has a chance to strike back. Keep using this method until the creature following you is slain.

4 With both Giant Spiders and Mantis Warriors, your best means of attack and defence are to cast Offence spells from a distance. If you must fight such a creature in close combat, then swipe once, back off, swipe again, back off, swipe again, back off, swipe again, back off, swipe again, back off, swipe again and so on. Make sure that you do not back into a dead end, though – this will spell certain death.

5 Don't be afraid to run away. It's sometimes easier to close yourself off in a room to cast healing spells than it is to attempt to heal wounded characters and fight at the same time. Whilst you are in a sealed room, you will safely be able to camp. Don't sleep too long though as you start guzzling food. Of course, this won't matter later on in the game because the Cleric will be able to cast a Food spell to sustain the whole party. Camp only when absolutely necessary in the earlier stages.

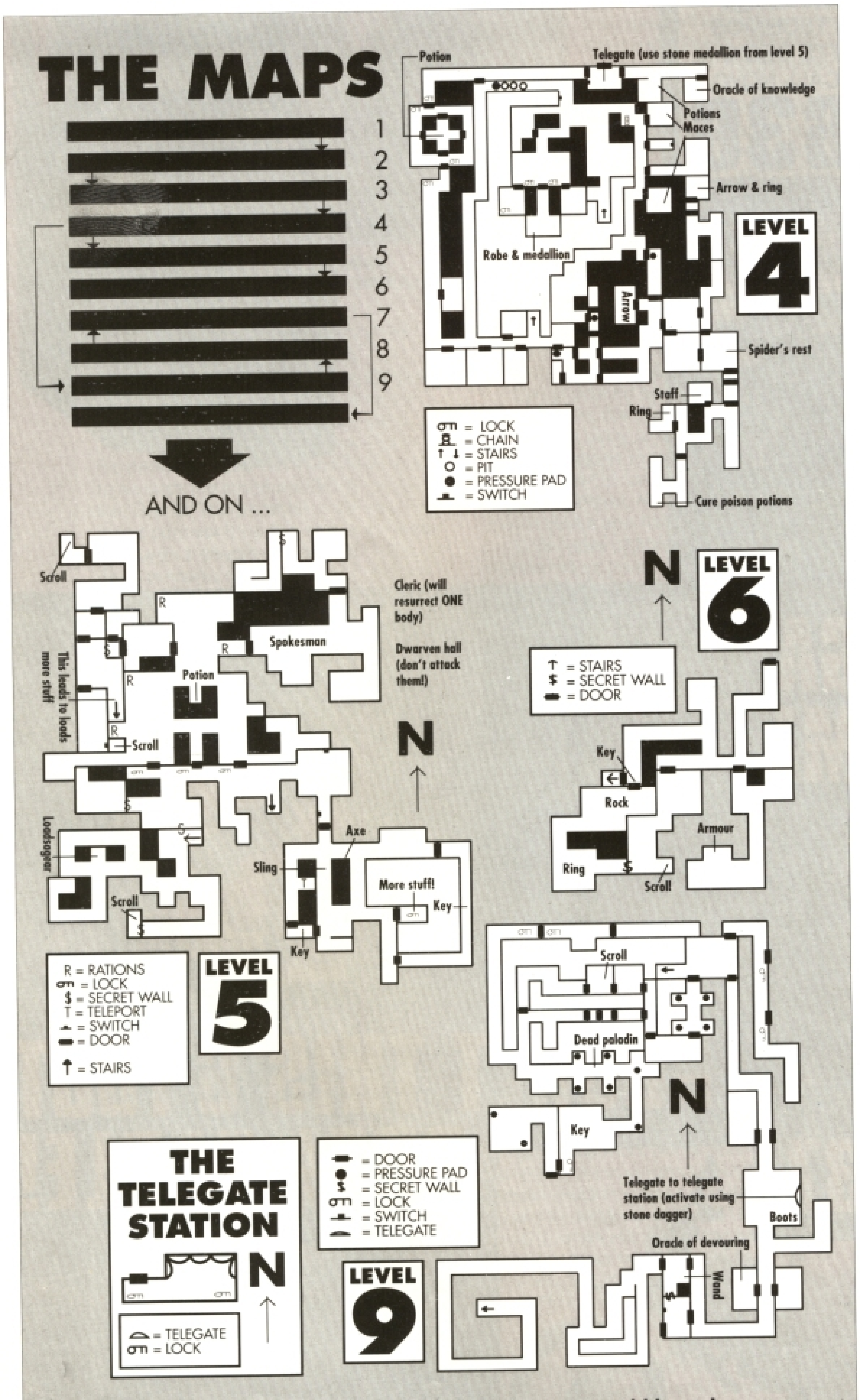
6 Undead creatures are easy to overcome, providing you have a Cleric handy. Once the undead monster is turned, follow it as it runs away, striking it on the back with your weapon and via spells. Keep following and hacking until the undead monster is, erm... dead.

7 Giant Spiders and Mantis Warriors are another kettle of fish as they are extremely dangerous. Giant Spiders produce poison that is fatal unless you can unearth some Potions or Cure Potion. Spells of Slow Poison will postpone a character's death, but the next time the party rests, the poisoned adventurers will die in their sleep. Ahhh.

8 Mantis Warriors will paralyse baddies if they successfully strike with their weapons, making them very dangerous opponents. Paralysed characters cannot attack in combat (or cast any spells) and will become sitting ducks when a Mantis Warrior appears, as they will definitely be killed unless you can save them with a Cleric's Remove Paralysis spell. I'm not too sure what happens to the ducks though.

9 *Never* fight Rust Monsters hand-to-hand – use missile weapons and long range attacking spells such as Magic Missile and Acid Arrow. Rust Monsters don't injure people when they strike – instead they dissolve a piece of metal the struck character is carrying, usually armour or weapons. It's recommended that, if you wish to keep your metal objects with you, you attack Rust Monsters from a distance.

10 Make sure that you don't allow all your players to get killed, otherwise it will be the end of the game.



Whilst on the phone to Betty Boo, I thought how nice it would be to have some maps to go with this mound of tips. Then quite unexpectedly the door bell rang. I ran downstairs and who was at the door but none other than Boss Hog out of *The Dukes Of Hazzard* along with the famous artist, Rolf Harris who, would you believe, had some maps for *Eye Of The Beholder*. Unbelievable. (*Too true. Ed.*)

Actually, all that celebrity business was a bit of a lie. It was a feeble attempt to make things more interesting. I didn't really phone up Betty Boo. Nor Bruce Grobbelaar. Sorry. In truth, the whole load was done by David Clifton, who will be receiving a load of software soon (probably) and some other bloke (or possibly girly) who's name has been, er... delayed in the post (but if he/she writes in again, we'll give them a prize). Rolf Harris didn't do the maps, either. That was Dave Clifton too. Sorry. I'll never lie again. Promise. STOP

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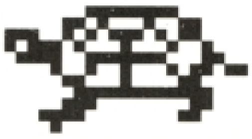
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GUTLESS GULLY

Hoi! Do you mind? I was just in the bath! I dunno. It's always the same. You just get in from a hard day's work at the office, strip off, clamber into a piping hot soapy bath and, just as you and rubber ducky are completely and utterly relaxed, 50,000 ZERO readers suddenly want a page of cheats. Hang on a minute then... pass the towel, will you?

F-19 STEALTH FIGHTER

If, says **Mr P O Callaghan**, you are running out of fuel whilst being blasted out of the sky, press ALT-H to get the Pitch lines on your HUD, fly upside down, turn off your engines and keep your plane at about –10 degrees on the HUD. You will now be climbing at a rate of about 500 feet per min whilst maintaining a speed of around 100 miles per hour. Pretty handy, considering that you aren't actually using any power.

HOW TO DO IT

To the long-serving reader, the 'How To Do It' title will probably ring a bell. To new readers it won't mean a thing, and to people who aren't even reading this mag, whatever I say will make very little difference to their lives at all.

But anyway, How To Do It is the section of ZERO that has started and stopped more times than, er... something that starts and stops a lot (*A No 19 bus for example. Ed.*) simply because no one understands what it's all about. Right, listen carefully. How To Do It is the small grey box at the bottom of the page which tells you how to do something silly and pointless.

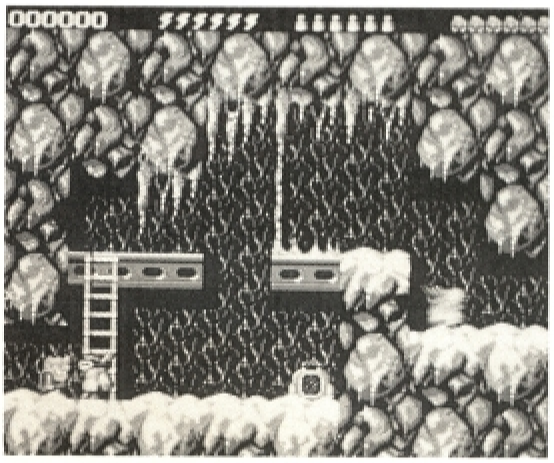
EXAMPLE: HOW TO CAUSE A MASS PILE UP IN *INDY 500*
Choose the Lola Buick, set the drag and fuel at minimum and the gear rating to maximum. This will allow you to qualify in the front row of the grid. Start a race and lurch violently into the other cars as soon as possible. As the cars behind will be unable to avoid you, this will cause one of the biggest pile-ups you've ever seen – we're talking nineteen cars or so (with practice). See? And Martin Bore Man worked that one out all for himself. Now let's see if you can do any better.

CHAOS STRIKES BACK

Find the dragon, cast MON ZO GOE SAR (I'm not too sure what he was trying to say here), Escape, Pause, hold down the left ALTernate key and then type in 'LORD LIBEASULUS SMITHS THEE DOWN' and kill the dragon. Then, according to Mr Appalling Handwriting 1991, who also goes by the name of **Phil Thompson**, you will also be invincible.

HERO QUEST

A bit of an "Eh? What's he on about?" tip here, guaranteed to increase your gold and recover life points without actually having to bother doing any Questing at all. Here's what to do. Save all your characters and select one to put in play. Select any Quest where the exit stairs are in the first room (try Quest 13), and search the room. You should find some gold or a potion (if not start again). Ta-da! You can use as appropriate, leave via the stairs and do this for all your characters. Thanks to **Mr C. M. Page** for that one.



RICK DANGEROUS 2

A bit of an old game here, but things are getting a bit desperate on the cheat front. **A. Millington** reckons that the old 'type 'POOKY' into the high score table' cheat works on this sequel as well. This time (he sez) it allows you to shorten all the levels, except the first, by giving you the choice (by moving the joystick left and right) to play an 8-bit short game instead of the normal 16-bit long game.

SEND! SEND! SEND!

Send what, you may well ask. Well, I was thinking along the lines of cheats, tips, maps and complete solutions. (I've just decided that we'll be giving a huge prize to anyone who sends any helpful solutions in, by the way.) (*We will? Ed.*) Right then. Bung your best efforts in an envelope and send them to Richard Pelley (The Man on the Telly), ZERO, 14 Rathbone Place, London W1P 1DE. I'll then open them, read them and act accordingly. Bye...



AUNTIE RICHY

If you've got problems, don't write to Claire Rayner or *Points Of View*. Write to Auntie Richy instead. She's much nicer. Any good tips this month, Auntie? "Sod off". Oh...

This is spooky. The first letter I opened this month was a plea from **Russell Holloway**. "Hey! Does anyone know the level codes for *Gods?*" And the second letter was from **Matthew Coakes.** "Hey! Here are the level codes for *Gods*: Level 2: GTM, Level 3: VUQ, Level 4: VJY." As I said – very peculiar.

Even more peculiar is **Justin Pitaluga** who must be a right poof because however hard he tries, he just can't grab the hook in level four of *Robocop 2*. Any offers?

Oh yes. Ahem. Last Month, **J Ball** wrote in complaining that he couldn't get past the Kong Beast in *Manic Miner*. Due to the extra high air pressure at the time (which was obviously having some effect on my brain), I didn't really think about what I was writing because of course I know what to do. Simply hit the left switch, collect all the objects, hit the right switch and old Kongy will plummet to certain death, giving you loads of points on the way. Simple, eh? Now get lost.



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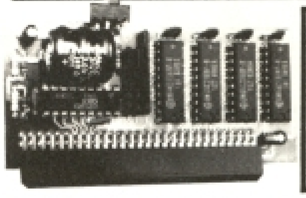
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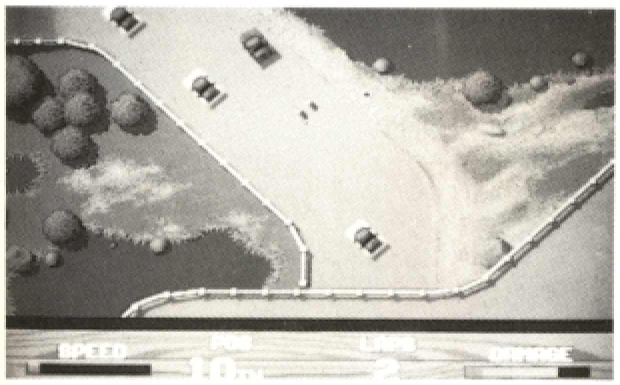
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IMPROVE YOUR HEX LIFE!

So how's your hex life? Mine's been an awful lot better since I had my hair cut - but the less said about that the better! (*Yes, get on with it! Ed.*)



Sail through Supercars II.

SUPER CARS II (AMIGA)

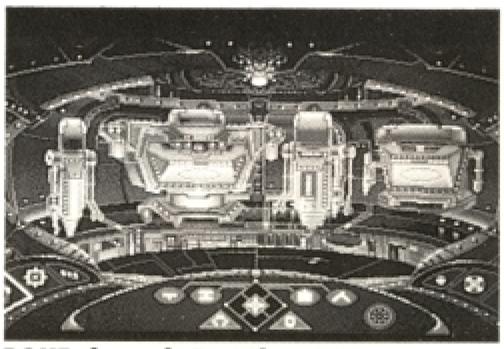
Regular hex life improver **Andy Townsend** kicks us off this month, with an infy credits routine to bung in and run. Use it as normal.

```
10 REM Super Cars II by Andy 'Taf' Townsend.
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 113
40 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01114919 THEN PRINT "ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA 4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2840
90 DATA 6612,4E75,0000,0600,0001,0002,0000,0030
100 DATA 0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
110 DATA 429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
120 DATA 2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
130 DATA 1A85,41ED,0038,5C8D,2AC8,3A86,41FA,0074
140 DATA 9080,9281,224C,4EAE,FE44,4A80,66A4,224C
150 DATA D8FC,0100,337C,0002,001C,41E9,0024,9BCD
160 DATA 48D0,3080,3346,0012,4EAE,FE38,297C,4EB8
170 DATA 0200,00A8,397C,4E71,00AC,41FA,0012,43F8
180 DATA 0200,7011,32D8,51C8,FFFC,4EEC,000C,205F
190 DATA 487A,000A,2F08,2078,0BFC,4E75,33FC,6008
200 DATA 0007,BAA4,33FC,6008,0007,BC70,4EF9,0007
210 DATA 4400,7472,6163,6B64,6973,6B2E,6465,7669
220 DATA 6365,0000
```

HYDRA (AMIGA)

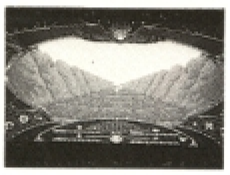
From a regular to a newcomer – a big hand please for **Sarah Roberts** of Sutton in Surrey. Here's her infy fuel listing for the Domark newie.

```
10 REM Hydra by Sarah Roberts
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 109
40 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01080184 THEN PRINT "ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA 4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2840
90 DATA 6612,4E75,0000,0600,0001,0002,0000,0030
100 DATA 0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
110 DATA 429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
120 DATA 2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
130 DATA 1A85,41ED,0038,5C8D,2AC8,3A86,41FA,0050
140 DATA 9080,9281,224C,4EAE,FE44,4A80,66A4,224C
150 DATA D8FC,0100,337C,0002,001C,41E9,0024,9BCD
160 DATA 48D0,3080,3346,0012,4EAE,FE38,41FA,0032
170 DATA 3218,3018,EAB8,D040,3998,0000,0480,07FF
180 DATA FFFE,64F4,5341,64EA,4EAC,000C,4ED0,7472
190 DATA 6163,6B64,6973,6B2E,6465,7669,6365,0000
200 DATA 0000,066B,377C,0200,0088,21FC,31FC,601C
210 DATA 0200,21FC,74B6,4E75,0204,4ED3
```



POKE through Eco Phantoms.

ECO PHANTOMS (AMIGA)



And who better to end with than good ol' me? This lot gives infy shields and lasers, but you need to fart about a bit first. Tap in the listing (you don't need to save it) then RUN it with a blank disk in DF0. The program will create and save a file called ECO which, when executed from CLI, will prompt you to slap in your *Eco Phantoms* disk in DF0. Chuck it in and press RETURN and it will load, POKE and start the game.

THE EXPLANATION BIT



I don't think I've called it that before. Anyway, load AmigaBasic, type in the listing exactly as shown and save it to a blank disk for future use. Now insert your game disk in DF0 and cancel and ignore the 'Knackered Disk' requesters. Now RUN the listing and it will load the game for you, hack it and start it going. Except *Eco Phantoms*, that is – check the blurb for that one.

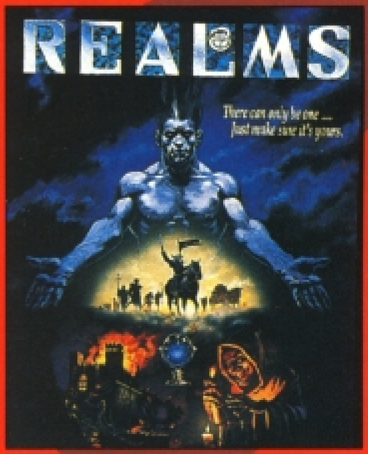
```
10 REM Eco Phantoms by Jon North
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 142
40 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01917064 THEN PRINT "ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA 6100,00BA,0000,03F3,0000,0000,0000,0001
90 DATA 0000,0000,0000,0000,0000,0025,0000,03E9
100 DATA 0000,0025,2C78,0004,43FA,0080,7000,4EAE
110 DATA FDD8,2C40,4EAE,FFC4,7628,7ED0,6130,4EAE
120 DATA FFCA,7601,7ED6,6126,41FA,0030,2208,4EAE
130 DATA FF6A,E588,2640,588B,303C,4E71,3740,21C6
140 DATA 3740,21D8,3740,21EA,3740,2174,4ED3,41FA
150 DATA 0012,2200,2408,4EF6,7000,4543,4F20,313A
160 DATA 7800,496E,7365,7274,2045,636F,2050,6861
170 DATA 6E74,6F6D,7320,6469,736B,2061,6E64,2068
180 DATA 6974,2052,4554,5552,4E00,646F,732E,6C69
190 DATA 6272,6172,7900,0000,0000,03F2,48E7,FFFE
200 DATA 43FA,004C,4280,2C78,0004,4EAE,FDD8,243C
210 DATA 0000,03EE,2C40,487A,0042,221F,4EAE,FFE2
220 DATA 2200,6718,487A,FFD6,261F,242F,003C,9682
230 DATA 2F00,4EAE,FFD0,221F,4EAE,FFDC,224E,2C78
240 DATA 0004,4EAE,FE62,4CDF,7FFF,588F,4E75,646F
250 DATA 732E,6C69,6272,6172,7900,6563,6F00
```

STOP

It's high time this young trolley-boy signed off, so that's what I think I'll do. Keep on posting those POKEs – send all your stuff to me, Jon North, at IYHL, ZERO, 14 Rathbone Place, London W1P 1DE. See you next month.

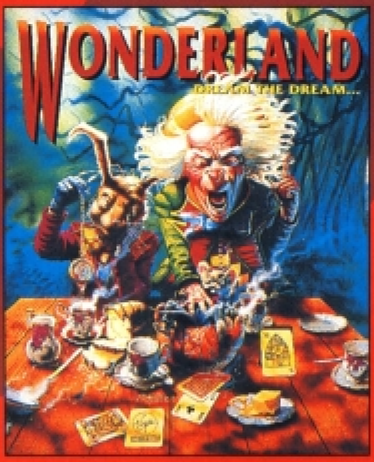
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REALMS
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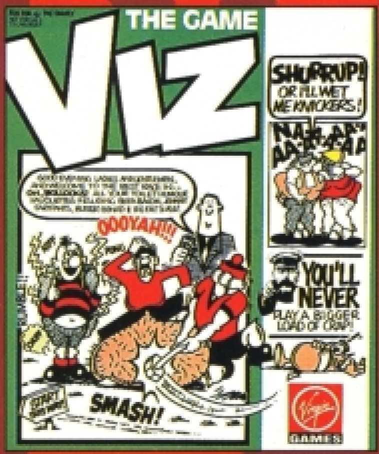


MAGNETIC SCROLLS COLLECTION VOLUME 1
Corruption, Guild of Thieves and Fish - three classic adventures enhanced to run under Wonderland's new Magnetic Windows system. Available on **IBM PC, Amiga, Atari ST and Archimedes.**

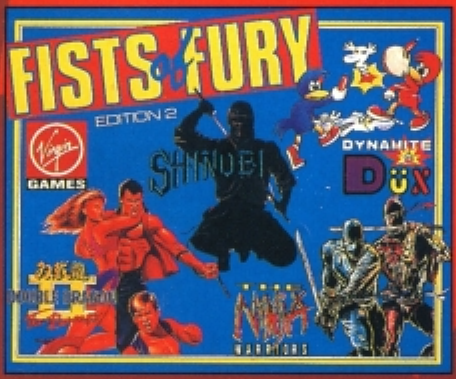




WONDERLAND
Puzzles, conundrums, potions, a caterpillar, mushrooms and a very mad hatter for your **IBM PC, Amiga, Atari ST and Archimedes.**



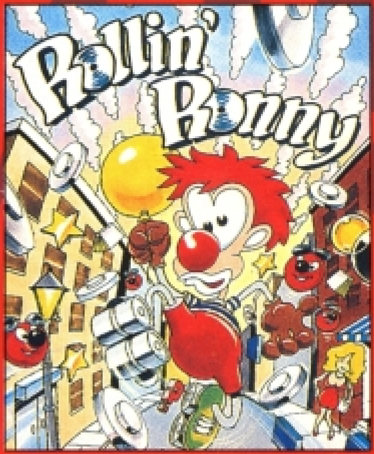
VIZ - The Game
Play the part of Biffa, Buster or Johnny in this romp through Fulchester. Not for sale to minors. Available on **Amiga, Atari ST, C64, Spectrum and Amstrad. Coming soon on the IBM PC.**



GOLDEN AXE
The smash hit coin op hacks and slashes its way onto the small screen. "Best 16 bit coin op conversion" - 1991 Golden Joystick Awards. Available on **IBM PC, Amiga, Atari ST, C64, Spectrum and Amstrad.**

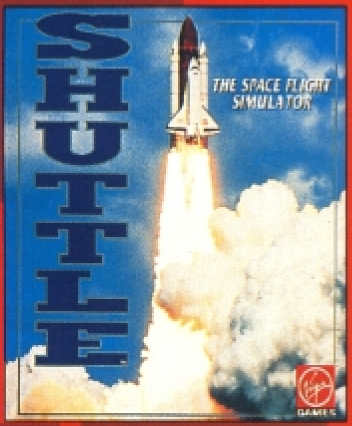


ROLLING RONNY
Ronny's the coolest dude in town. Help him skate through nine levels of bizarre creatures, superb animation and weird power-ups. Released in Autumn on **IBM PC, Amiga, Atari ST and C64.**

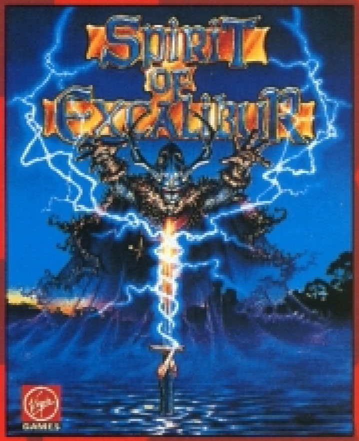


FISTS OF FURY
Battle your way through four of the biggest selling games of all time - Double Dragon II, Shinobi, Ninja Warriors and Dynamite Dux. Available on **Amiga, Atari ST, C64, Spectrum and Amstrad.**

SHUTTLE
The most authentic space simulation ever. Released in the autumn on **IBM PC, Amiga and Atari ST.**



EXCALIBUR
A rich blend of fighting, fantasy and strategy set in Arthurian Britain. Available on **IBM PC, Amiga and Atari ST.**



SUPREMACY
"...the ultimate in strategy games. A classic" CU Amiga. Available on **IBM PC, Amiga, Atari ST and C64**



COMING SOON... 3D SNOOKER AND FLOOR 13.

100% PURE ENTERTAINMENT

ADVENTURES, ARCADE, ARCADE ADVENTURES, BEAT 'EM UPS, COIN-OP CONVERSIONS, COMPILATIONS, FRP, PLATFORM, RPG, SHOOT 'EM UPS, SIMULATION, STRATEGY. WHATEVER YOUR TASTE, THERE IS A VIRGIN GAME FOR YOU..

Virgin GAMES

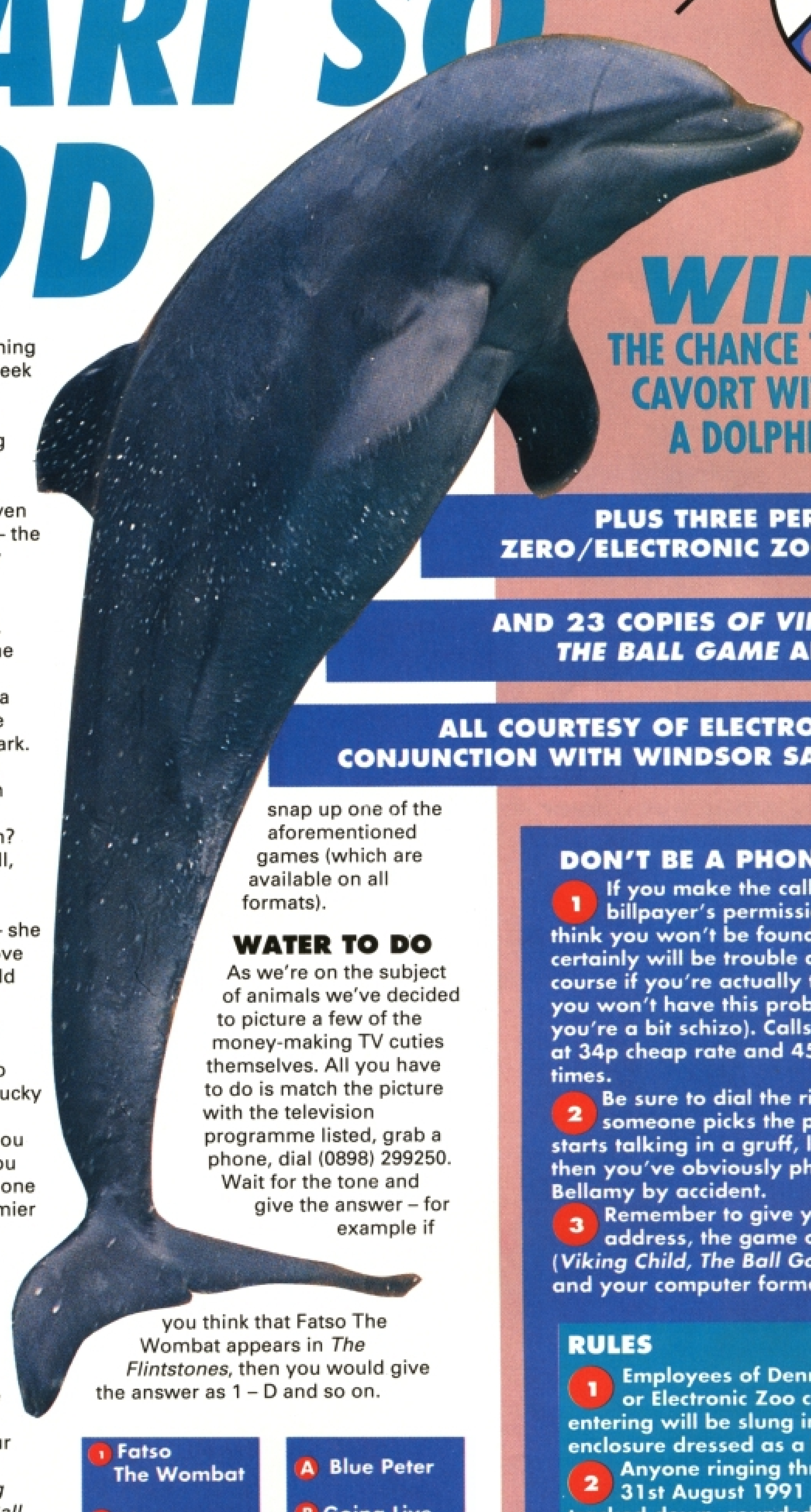
SAFARI SO GOOD

WIN THE CHANCE TO CAVORT WITH A DOLPHIN!

PLUS THREE PERSONALISED ZERO/ELECTRONIC ZOO T-SHIRTS!

AND 23 COPIES *OF VIKING CHILD, THE BALL GAME* AND *XIPHOS*.

ALL COURTESY OF ELECTRONIC ZOO IN CONJUNCTION WITH WINDSOR SAFARI PARK.



WINDSOR SAFARI PARK

To celebrate the forthcoming launch of its mythical Greek adventure *Son Of Zeus* (previewed on page 31), Electronic Zoo is offering a fab (but potentially saturating) prize. The lucky winner is being given the chance of a lifetime – the opportunity to meet Flipper, the only aquatic mammal to be intelligent enough to have his own TV series. *(That's not quite true, is it? Ed.)* Well, okay – maybe not Flipper *himself*. The dolphin in question is actually his grandson, Neptune (honest), who is a star in his own right – he's one of the main attractions at Windsor Safari Park. If you win, you'll be shaking famous fins with Neptune and talking in high pitched, sexy dolphin lingo.

That not scary enough for you, eh? Want to have a whale of a time? Well, then you'll be whisked off to meet Winnie. Ah, Winnie – don't let her gentle, feminine name deceive you – she is in fact a killer whale. One false move and you could be locked between her jaws. But if you're not so lucky (or unlucky depending which way you look at it), you may end up one of three premier runners-up. You'll win a specially designed Electronic Zoo/ZERO T-shirt and then be able to choose a game of your choice from either *Viking Child, The Ball Game* and *Xiphos.* But even if you don't come second, you're still in with a chance to win – 20 runners-up to the premier runners-up will also be able to snap up one of the aforementioned games (which are available on all formats).



1



2



3



4

WATER TO DO

As we're on the subject of animals we've decided to picture a few of the money-making TV cuties themselves. All you have to do is match the picture with the television programme listed, grab a phone, dial (0898) 299250. Wait for the tone and give the answer – for example if you think that Fatso The Wombat appears in *The Flintstones*, then you would give the answer as 1 – D and so on.

1 Fatso The Wombat	A Blue Peter
2 Dino	B Going Live
3 George The Tortoise	C A Country Practice
4 Gordon The Gopher	D The Flintstones

DON'T BE A PHONEY

1 If you make the call without the billpayer's permission – don't think you won't be found out – there certainly will be trouble at mill. Of course if you're actually the billpayer, you won't have this problem (unless you're a bit schizo). Calls are charged at 34p cheap rate and 45p at all other times.

2 Be sure to dial the right number. If someone picks the phone up and starts talking in a gruff, lispy voice – then you've obviously phoned David Bellamy by accident.

3 Remember to give your name and address, the game of your choice (*Viking Child, The Ball Game* or *Xiphos*) and your computer format.

RULES

1 Employees of Dennis Publishing or Electronic Zoo caught entering will be slung into the lion enclosure dressed as a leg of lamb.

2 Anyone ringing through after 31st August 1991 will be tracked down, rounded up and then slung into the lion enclosure (etc).

3 The Ed's got a pink Safari suit (*I haven't. Ed.*) Oh yes you have, we know you have – so what he says is... well, a bit poncey really.

(0898) 299250

STOP

WHIZZ THROUGH WISHBRING

Hirsute honcho *Mike Gerrard* invites all you adventure folk out there to cast your eyes over his vast tracts of text. This month the bearded guru guides you through *Wishbringer*, gives *Hitchhiker's Guide To The Galaxy* tips and, er... well, there's a load of other stuff as well.





Virgin Mastertronic's masterstroke was to re-release early Infocom adventures at a budget price. It's proved to be such a jolly, spiffing idea that more are on the way. One of the first batch of titles was *Wishbringer*, and **Paul A. Hardy** of Wales in Sheffield (I didn't know that Wales was in Sheffield, did you?) has sent me a solution to it, the clever clogs.

Paul says: "Please find enclosed, if your hedgehog hasn't already eaten it, the complete solution to Infocom's *Wishbringer*. Okay, so it's a beginner's adventure, but it's still a good game – up to Infocom's usual high standards." So that should answer all the people who write in and ask me to recommend a good game for beginners to play. Seek out *Wishbringer*, my pumpkins, and rejoice! But avert your gaze if you don't want to read the solution just yet. Over to Paulio...

In the following solution it is important that you are not caught by the Night Watchmen at any time. So if ever you get the message: "YOU HEAR THE SOUND OF MARCHING BOOTS - THEY ARE COMING THIS WAY!" then you must move once and then wait for the sounds of marching to go past, before going back to your original location to continue with the solution.



Seek out *Wishbringer*, my pumpkins, and check out our complete solution!

IN, GET ENVELOPE, OUT, W, W, YES, N, WAIT, GIVE ENVELOPE TO GRAVEDIGGER, WAIT, IN, GET BONE, OUT, S, E, E, E, GIVE BONE TO DOG, N, EXAMINE FOUNTAIN, GET COIN, E, E, N, GET SHELL, LISTEN SHELL, N, W, W, W, UP, GET HORSESHOE, N, E, N, N, BREAK BRANCH, UP, W, N, UP, E, S, UP, KNOCK ON DOOR, OPEN DOOR, IN, EXAMINE CLOCK, WAIT, GIVE ENVELOPE TO WOMAN, OPEN ENVELOPE, READ LETTER TO WOMAN, WAIT, GET CAN, OPEN CAN, WAIT. (You will now receive your quest: to find Chaos, the woman's lost cat!)

DOWN, N, W, DOWN, S, E, DOWN, EXAMINE VULTURE, W, GIVE CAN TO TROLL, GET CAN, OPEN GATE, S, S, S, IN, GET CANDLE, OUT, S, EXAMINE FOUNTAIN, W, W, EXAMINE PIT, E, E, DROP SHELL AND HORSESHOE, N, N, N, N, E, DROP CANDLE AND GET BRANCH, W, S, S,

Paul also has solutions to more Amiga adventures than you can shake a stick at (if that's your idea of a good time). He is prepared to part with these at the drop of a stamped addressed envelope – that's one addressed to yourself, you fool, which you stuff inside one that you address to: Paul A. Hardy, 33 Fir Tree Drive, Wales, Sheffield S31 8LZ. It would also help considerably if you told him which solution you wanted, as his powers of ESP are limited!

The solutions Paul has are: *Beyond Zork, Escape From Singe's Castle, Gnome Ranger (Part I only), Ingrid's Back, Journey, Knight Orc (Part I only), Lords Of Time, Myth, Red Moon, Wishbringer*. Paul also has detailed hint sheets for the following games: *Bard's Tale 1, Battletech, Champion Of Krynn, Dungeon Master, Joan Of Arc, Lords Of The Rising Sun, Millenium 2.2, War In Middle Earth* and *Wishbringer*.



ER

W, UP, OPEN STUMP, N, S, PUT BRANCH INTO PIT, PULL BRANCH, DROP BRANCH, DIG AT X, GET WHISTLE, BLOW WHISTLE, IN, WAIT, GET HAT, WAIT, BLOW WHISTLE, E, E, N, N, N, N, E, GET CANDLE, W, S, S, E, E, GIVE HAT (and write down the random word you are given), W, S, OPEN MAILBOX, GET LEAFLET, WAIT, N, N, LOOK IN CAN, SQUEEZE CAN, DROP CAN AND GET STONE, W, S, S, DROP LEAFLET, E, GIVE COIN TO VOSS, IN, GIVE TICKET TO MAN, EXAMINE CARTON, N, LOOK UNDER SEAT, GET GLASSES, WEAR GLASSES, WAIT, WAIT, WAIT, WAIT, WAIT, OUT, REMOVE GLASSES, OUT, YES, E, WAIT, WAIT, IN, EXAMINE MACHINE, OUT, W, W, DROP ALL BUT CANDLE, W, IN, WAIT, WAIT, GET ALL, MOVE BED, IN, N, E, PUT BLANKET OVER GRUE, OPEN REFRIGERATOR, GET BOTTLE AND WORM, W, W, UP, N, E, S, S, DROP BOTTLE, GET GLASSES AND STONE, GET NOTE, PUT WORM INTO FOUNTAIN, GET TOKEN, E, E, IN, INSERT TOKEN INTO SLOT, PUSH STICK WEST, AGAIN, PUSH STICK SOUTH, AGAIN, PUSH BUTTON, YES, YES, (now type the random word you were given earlier), IN, WAIT, WAIT, GIVE NOTE TO CRISP, GET COAT AND GET KEY, UNLOCK CHAINS WITH KEY, PULL LEVER, GET NOTE, READ NOTE, OPEN HATCH, UP, MOVE PAINTING, TURN CRANK, UP, WEAR GLASSES, GET BROOM, EXAMINE PANEL, EXAMINE SECOND SWITCH, PULL SECOND SWITCH, DOWN, REMOVE GLASSES, N, OUT, E, ALEXIS HEEL, PAT DOG. OPEN DOOR. E. READ MESSAGE, DROP NOTE, DROP KEY, DROP GLASSES, GET STEEL KEY, OUT, DROP CANDLE, N, UNLOCK DOOR WITH KEY, N, EXAMINE DESK, S, BREAK CASE WITH BROOM, EXAMINE SCULPTURE, PUT STONE INTO HOLE, YES, YES, KNOCK ON DOOR.

(Lo! You have solved *Wishbringer* without using a single wish!)



HITCHHIKE THROUGH THE GALAXY



William Brantingham has sent me some helpful hints on *Hitchhiker's Guide To The Galaxy*, the best adventure in the history of the universe, and says: "If you don't print this I'll smash your face in!" Look here, you thug – threats of violence will get you nowhere... but, on the other hand, maybe it is about time I printed some help on the game. If these tips don't work, you can blame William.



BULLDOZER: Lie down in front of it to stop it advancing and wait until Ford Prefect arrives.
PUB: Drink the beer three times and buy a cheese sandwich. Leave the pub and feed the sandwich to the yapping dog outside.
DARKNESS: This is a puzzle that links other puzzles throughout the game. Type 'SEE', 'HEAR', 'TASTE', 'FEEL', 'SMELL' in turn, then re-type the sense that is missing from the message on the screen.
BABEL FISH: Put the gown on the hook and the towel over the drain. Cover the panel with the satchel and put the junk mail onto the satchel. Then press the button on the dispenser.
ATOMIC VECTOR PLOTTER: Press the switch on the case and note which word of the captain's poem you need. Wait until the guards take you to the captain and wait until he has read four lines of verse. Then tell him you enjoy poetry and he will begin the second verse. Note the word that you need. When you are taken to the hold, enter TYPE, followed by the word required (enclosed in double quotes). The case will open and you can take the plotter.
IMPROBABILITY DRIVE: Go there, LOOK and take everything you see. Ignore any messages that suggest you can't either get there or look around. Just keep trying until you succeed. We are dealing with improbability here, after all.
TEA SUBSTITUTE, PLOTTER AND DRIVE: Press the pad on the Nutrimat to get the tea substitute. Insert the small plug on the drive into the small receptacle on the plotter. Put the dangly bit into the cup and press the switch.
BUGBLATTER BEAST: When it asks your name, say "ARTHUR" and go east. Put the towel over your head to confuse it into thinking it can't see you, then carve "Arthur" on a stone. On reading this, the Beast will think he has already eaten you and proceed to sleep his meal off.
COUNTRY LANE: Give the towel to Arthur, who is lying in the road. He will refuse to take it. Go to Prosser and tell him to lie down in the mud. Go to the pub and buy beer and peanuts. Drink the beer and tell Arthur to drink beer. Then make sure you give him the satchel fluff.



B. HIRST IS A BARD STAR

B Hirst (of no address on his letter) is a right little monkey and not to be trusted at all. Why, this bod cheats at adventures! How low can you sink? He's been monkeying about with *Bard's Tale II* and found a way of getting infinite amounts of gold. He's written a little program to illustrate this:

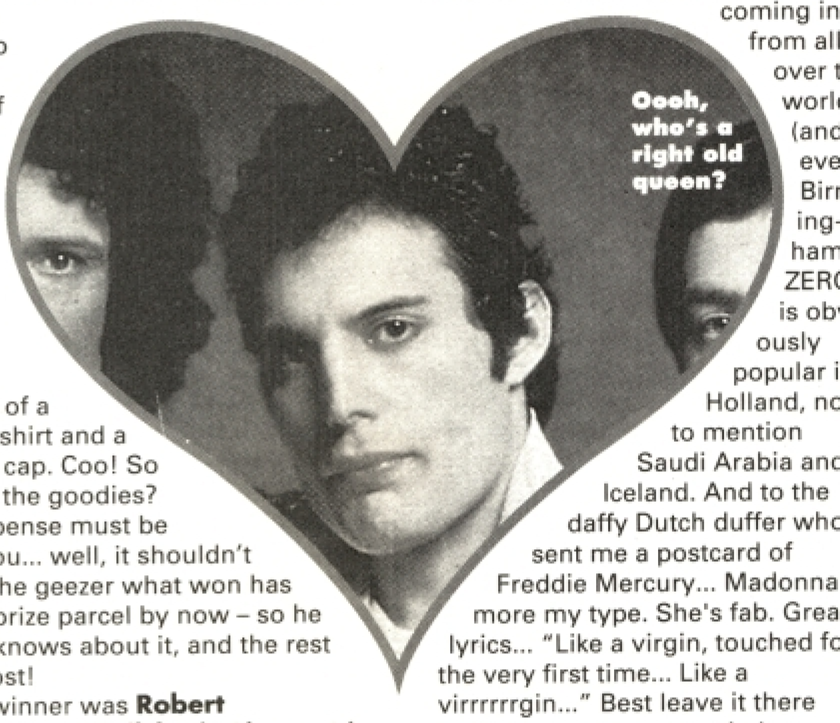
10 Create loads of characters
20 Pool all the gold onto the one you wish to keep
30 GOTO 10

And *voila*, as Clueseau would say, as much gold as you like. Let's hear more from all of you.

COMPO-CRUSHERS CORNER

Way back in the mists of time, when man was barely emerging from the primieval slime (well, about last April, actually), I rashly set a compo to show that we at ZERO *do* love PC users, really. It gave them the chance to win oodles of Sierra PC software, plus a Sierra video, plus unannounced bonuses of a Sierra T-shirt and a baseball cap. Coo! So who got the goodies? The suspense must be killing you... well, it shouldn't be 'cos the geezer what won has had his prize parcel by now – so he already knows about it, and the rest of you lost!

The winner was **Robert Dunnington** of **Spilsby in Lincs**, who correctly named the Sierra bosses as Roberta and Ken Williams. Amazingly for such a dead easy compo, some of you prats out there managed to get the answer wrong, but it was great to see postcards coming in from all over the world (and even Birmingham!) ZERO is obviously popular in Holland, not to mention Saudi Arabia and Iceland. And to the daffy Dutch duffer who sent me a postcard of Freddie Mercury... Madonna's more my type. She's fab. Great lyrics... "Like a virgin, touched for the very first time... Like a virrrrrrgin..." Best leave it there before I... erm... get carried away.



Oooh, who's a right old queen?

THE BLAG BLAGGED

In the March issue, I reviewed the ST adventure *The Blag*, mentioning that there was a compo running with the game. Well, hard cheddar – it's now been won. As a result, the price of the game has been reduced to £4.99 (plus 50p p&p). Also (and in addition) an add-on program has been written called *Trivia Quiz*, which relates to the game and the history of the police in general. Fans of the fuzz can play *Trivia Quiz* from within *The Blag*, or as a program in its own right. You can get a copy by sending a blank disk and a first class stamp, or if you're ordering a copy of *The Blag* at the same time, just add 50p to the cost (making a grand total of £5.99, for those who failed their Maths 'O' level). Say whether you want a single or double-sided disk version of the game. And if you haven't played it yet, I really recommend it, especially if you're not into the troll-bashing kind of adventure. With this one you can bash a few villains instead... oops, didn't mean it, lads, I know that kind of thing doesn't happen – just joking!

NAME:

ADDRESS:

○ **SINGLE SIDED DISK** ○ **DOUBLE SIDED DISK**

I WOULD LIKE A COPY/ COPIES OF:

○ ***THE BLAG*** ○ ***TRIVIA QUIZ***

MAKE YOUR POSTAL ORDERS OR CHEQUES PAYABLE TO: A.W. WOOLCOCK, AND BUNG THEM IN THE GENERAL DIRECTION OF 30 LYNDHURST ROAD, ASHURST, SOUTHAMPTON 504 2DU.

WHY FAX ME?

You can show off, if you like, by sending your messages to the friendly ZERO fax machine, which will then be sent on to me by personal runner (David Wilson and his infamous cleft-stick). But it won't do you no good, as I don't have a fax machine to fax messages back to you! I'm just an old-fashioned kinda guy, and I won't sully my Huntingdon mansion with these modern gadgets and gizmos. Besides, you can't send a stamped addressed envelope by fax, so fax off and stick to the post, Okay?

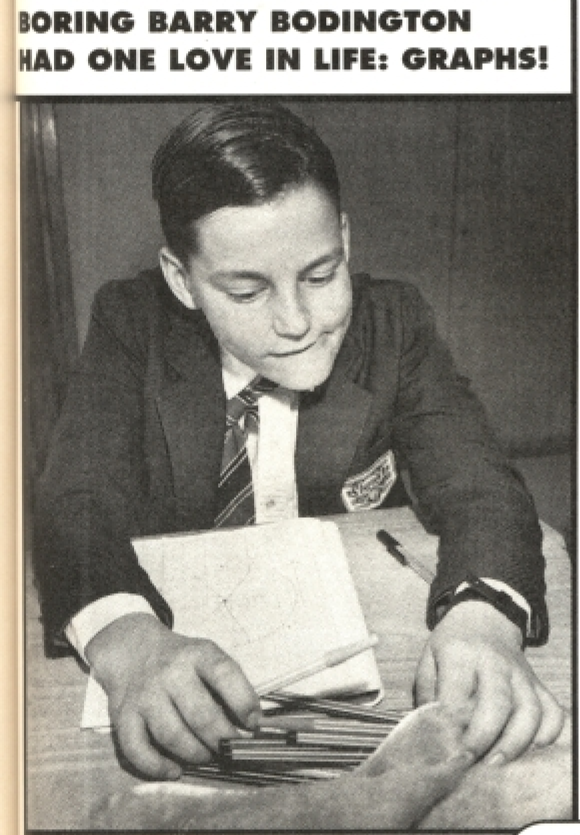
A PLONKER WRITES



Paul Davies of Ellesmere Port is a plonker! I can say this without fear of contradiction as the poor chap obviously doesn't have a complete set of ZERO mags (you know it makes sense). He's only written in to ask if I can help him on *Maniac Mansion* by printing some tips or even a complete solution to the game. Ahem, I refer the honorable gentleman to the December 1990 issue of ZERO, which contains a full solution to *Maniac Mansion*. I refuse to print the whole lot over again just for Paul, so he'll have to send for a back issue, won't he? And if he'd sent me a stamped addressed envelope, I could have sent him a copy of the solution. But he didn't. What a plonker!

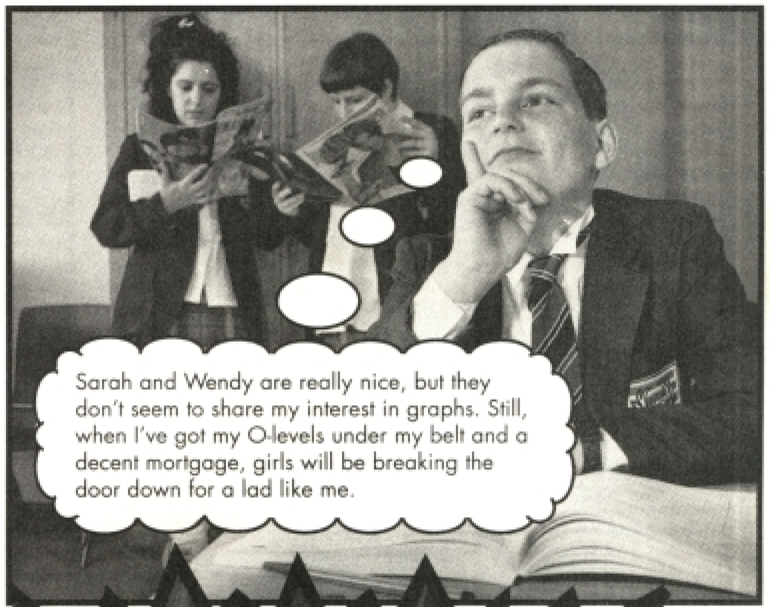
STOP

CHART OF MY HEART



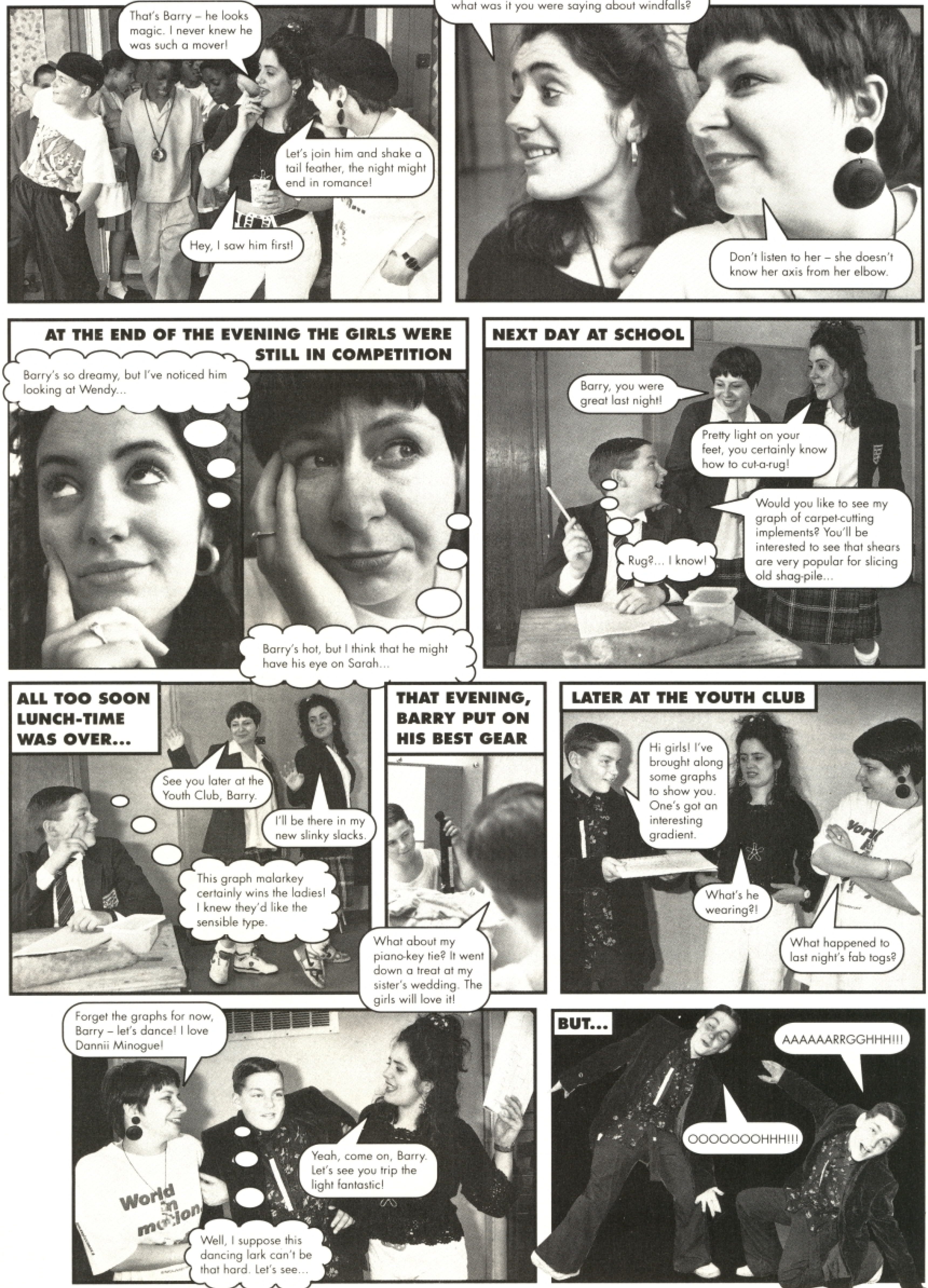











That's Barry – he looks magic. I never knew he was such a mover!
Let's join him and shake a tail feather, the night might end in romance!
Hey, I saw him first!
Hey Barry, I'm really interested in graphs – what was it you were saying about windfalls?
Don't listen to her – she doesn't know her axis from her elbow.
AT THE END OF THE EVENING THE GIRLS WERE STILL IN COMPETITION
Barry's so dreamy, but I've noticed him looking at Wendy...
Barry's hot, but I think that he might have his eye on Sarah...
NEXT DAY AT SCHOOL
Barry, you were great last night!
Pretty light on your feet, you certainly know how to cut-a-rug!
Would you like to see my graph of carpet-cutting implements? You'll be interested to see that shears are very popular for slicing old shag-pile...
Rug?... I know!
ALL TOO SOON LUNCH-TIME WAS OVER...
See you later at the Youth Club, Barry.
I'll be there in my new slinky slacks.
This graph malarkey certainly wins the ladies! I knew they'd like the sensible type.
THAT EVENING, BARRY PUT ON HIS BEST GEAR
What about my piano-key tie? It went down a treat at my sister's wedding. The girls will love it!
LATER AT THE YOUTH CLUB
Hi girls! I've brought along some graphs to show you. One's got an interesting gradient.
What's he wearing?!
What happened to last night's fab togs?
Forget the graphs for now, Barry – let's dance! I love Dannii Minogue!
Yeah, come on, Barry. Let's see you trip the light fantastic!
Well, I suppose this dancing lark can't be that hard. Let's see...
BUT...
AAAAAARRGGHHH!!!
OOOOOOOHHH!!!



Blimey! What happened to him? He can't dance for toffee tonight!
It's a 'Jekyll and Hyde' situation!
Groan...
THEN A FAMILIAR FIGURE ENTERED...
Whaaat? Now I'm really confused.
This is just so weird!
Who are you?
Who are you?
JUST THEN...
IT WAS MR WINSOR, THE SCIENCE MASTER
Hold on a minute... I think I can explain this crazy fandango...
You see, you are both test-tube clones which were prepared in my laboratory. In a bizarre experiment, one test-tube was injected with the genes of MC Hammer, and the other with the genes of Bob Holness out of *Blockbusters*. That accounts for your different behaviour. It's all quite simple really...
AT LAST THE GIRLS' PROBLEM WAS SOLVED...
Its simple! Two girls...
TWO BARRYS!!!
THE END

COMPO

IT'S THE GREAT ZERO/VIRGIN *JIMMY WHITE'S WHIRLWIND SNOOKER* CHALLENGE!

WIN AN HOUR'S SNOOKER TUITION FROM JIMMY WHITE!

WIN ABSOLUTELY TONS OF OTHER ZERO, VIRGIN AND SNOOKER GOODIES INCLUDING A CUE SIGNED BY JIMMY WHITE, £160 WORTH OF VIRGIN VOUCHERS AND OVER 50 VIRGIN GAMES!

BAIZE OF GLORY!

To celebrate the imminent release (September 5th, fact fans) of Archer MacLean's *Jimmy White's Whirlwind Snooker*, a brill 3D snooker sim (see page 27 for full review), Virgin (in conjunction with ZERO) is hosting a mammoth national computer snooker tournament! As well as the chance to play snooker with the 'Whirlwind' himself in Romford's famous Matchrooms, there'll also be ZERO goodies *and* Virgin games and vouchers up for grabs throughout the whole tournament.

It'll kick off with regional heats held in eight Virgin Megastores up and down the country. Five people will be walking away with prizes from each heat, with the eight heat winners going on to play in the grand final at the Virgin Megastore on London's Oxford Street. No-one will get out of here empty handed – even the person who comes eighth will win a Virgin game and a £10 voucher! The top three prizes range from half an hour with Jimmy White (plus one free Virgin game and a £20 voucher), to a full hour with Jimmy, a signed cue, three free Virgin games and a £50 voucher. It's brilliant, isn't it!? Enough to drive you snooker loopy and no mistake! So simply fill in the coupon below and take it along with you to the most convenient Megastore, and hey presto! Within two chalks of a lamb's tail you could be cueing up to play snooker with the 'Whirlwind' himself!

THE REGIONAL HEATS

VENUE	DATE
Glasgow Megastore, Sub-unit 4, Lewis's Building, Argyle St.	Fri 18/10/91
Nottingham Megastore, 6-8 Wheelergate, NG1 2NB.	Mon/21/10/91
Birmingham Megastore, 98 Corporation St, B4 6SX.	Tues/22/10/91
Cardiff Megastore, Units 7-9, Capitol Arcade, The Capitol, Queen St.	Wed/23/10/91
London/The Megastore, 14-16 Oxford St, W1N 7AP	Thurs 31/10/91
London/Marble Arch Megastore, 527-531 Oxford St, W1R 1DD.	Fri 25/10/91
Sheffield Games Centre, Meadowhall Shopping Centre, 81 High St, S9 1EN.	Tues 29/10/91
Brighton Megastore, 156-161 Western Rd, BN1 2BB.	Tues 31/10/91

RULES

- Any employees of Dennis Publishing or Virgin Mastertronic found trying to enter this compo may well be the victim of some spectacular 'breaks' themselves.
- *Jimmy White's Whirlwind Snooker* will be released by Virgin Games on September 5th. Any players who purchase the game prior to the heats in order to get in some nifty practice will be awarded a conspiratorial wink from a member of the Virgin staff for showing initiative.
- Contestants will only be allowed to enter the regional heat once, although a machine may well be set up to allow pre-entry practice. Any attempts to sneak round for a second go will be snookered (not to mention receiving a black ball in the middle pocket).
- Entry will only be permitted with the official ZERO/Virgin coupon. There's one printed below, but there'll also be one in the next two issues of ZERO and there will also be entry forms in the Megastores taking part.
- Each player will be given the same table set-up and a limited amount of time in which to run up the highest score. The heat winners will be those with the highest scores at the end of the event. They will go on to The Final, which will comprise two player head-to-head elimination games.
- Although we'll endeavour to let as many people as possible enter each heat, neither Virgin nor ZERO can guarantee that everyone will be able to enter. Take Fred Pontin's advice – book early!

ZERO

NAME ____________________

ADDRESS ____________________

____________________ AGE ________

Store at which you'd like to enter the competition ____________________

____

I own an Amiga ☐ ST ☐ a PC ☐ a large pair of 'jokey' pants with the slogan 'Hello, Big Boy' emblazoned on the front ☐

*Please tick as appropriate.

MY HIGHEST SCORE WAS ____________________

SIGNED ____________________ To be completed by a Virgin official (oo-er!)

AVOID THE CUE! – ALL HEATS RUN FROM 10.30AM TO 4.30PM

LAUNCHPAD ZERO

CONTACT NEELAM TREHAN ON 071-631 1433

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TITLE	AM	PC	ST	TITLE	AM	PC	ST
3D Con Kit	33.99	33.99	33.99	Hill Street Blues	16.49	17.49	16.49
4D Boxing	19.99	20.99	19.99	Killing Cloud	16.49	21.49	16.49
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Captive	16.99	16.99
Carthage	16.99	16.99
Castles*	19.99	19.99
Cavader	16.99	16.99
Cavader Data Disk	9.99	9.99
Centurion*	-	16.99
Chaos Strikes Back	-	16.99
Chase HQ2	16.99	16.99
Champions of Krynn (1 Meg)	-	21.99
Chuck Rock	12.99	12.99
Chuck Yaeger	16.99	16.99
CJ's Elephant Antics	6.99	6.99
Codename Iceman (1 Meg)	-	26.99
Colonels Bequest (1 Meg)	-	26.99
Commando War*	16.99	16.99
Conquest Camelot (1 Meg)	-	26.99
Continental Circus	6.99	6.99
Corp	16.99	16.99
Corpation	9.99	9.99
Corporation Data Disk*	4.99	4.99
Crazy Cars	6.99	6.99
Cricket Captian	19.99	19.99
Creatures	19.99	19.99
Crime Doesn't Pay*	16.99	16.99
Cruise for a Corpse	16.99	16.99
Cybercon 3	16.99	16.99
Curse of Azure Bonds (1Meg)	-	19.99
Daley Thompson Challenge	6.99	6.99
Darkman*	16.99	16.99
Das Boot*	19.99	19.99
Days of Thunder	16.99	16.99
Deluxe Paint	39.99	-
Defender of the Crown	7.99	7.99
Deutros*	16.99	16.99
Disney Animation	-	59.99
Double Dragon	6.99	6.99
Dragons Lair 2	-	26.99
Dragons Lair (1 Meg)	-	26.99
Dragons Lair Time Warp	26.99	26.99
Duck Tales	16.99	16.99
Epic*	19.99	19.99
ELF*	16.99	16.99
Emlyn Hughes	13.99	13.99
Escape from Colditz	19.99	19.99
Eye of the Beholder (1 Meg)	-	19.99
Excalibur*	16.99	16.99
F15 Strike Eagle 2*	22.99	22.99
F16 Combat Pilot	16.99	16.99
F19 Stealth Fighter	19.99	19.99
F29 Retaliator	16.99	16.99
Ferrari Formula 1	8.99	8.99
Final Flight*	16.99	16.99
Fireball*	16.99	16.99
First Samurai*	16.99	16.99
Flight of the Intruder*	22.99	22.99
Flood	8.99	8.99
Football Director 2	13.99	13.99
Forgotten Worlds	6.99	6.99

GAME	ST	AMIGA
Fun School 3 5-7	16.99	16.99
Fun School 3 over 7	16.99	16.99
Fun School 3 under 5	16.99	16.99
Fun School 2 (6-8)	13.99	13.99
Fun School 2 (over 8)	13.99	13.99
Fun School 2 (under 6)	13.99	13.99
Future Wars	16.99	16.99
Gauntlet 2	6.99	6.99
Gauntlet 3*	16.99	16.99
Gods	16.99	16.99
Golden Axe	16.99	16.99
Gunship	14.99	14.99
Gunboat*	16.99	16.99
Harpoon (1 Meg)	-	19.99
Hill Street Blues	16.99	16.99
Hitch Hikers Guide	7.99	7.99
Hong Kong Fuey	5.99	5.99
Hollywood Collection	14.99	14.99
Hero Quest	16.99	16.99
Hunter*	16.99	16.99
Hydra	16.99	16.99
Ik+	6.99	6.99
Imperium	16.99	16.99
Indianapolis 500	-	16.99
Indy Jones-Atlantic Adv*	19.99	19.99
Interceptor	-	8.99
It came from the Desert Data	-	9.99
Jack Niclaus Extra courses	-	9.99
Jack Nicklaus Golf	16.99	16.99
Jack Nicklaus unlimited Golf	-	19.99
Jungle Book	6.99	6.99
Kick Off	7.99	7.99
Kick Off 2	12.99	12.99
Kick Off 2 (1 Meg)	-	14.99
KO 2 Super League*	9.99	9.99
KO 2 Final Whistle	8.99	8.99
KO 2 Giants of Europe*	7.99	7.99
KO 2 Return of Europe*	7.99	7.99
KO 2 Winning Tactics	5.99	5.99
Knights of the Sky*	19.99	19.99
Last Ninja 2	6.99	6.99
Last Ninja 3*	16.99	16.99
Leather Goddess	7.99	7.99
Legend*	16.99	16.99
Leisure Suit Larry 2	19.99	26.99
Leisure Suit Larry 3	26.99	26.99
Life and Death	16.99	16.99
Lombard Rally	6.99	6.99
Lord of the Rings*	-	16.99
Lords of Chaos	16.99	16.99
Magnum 4	16.99	16.99
Magnetic Scrolls Coll*	19.99	19.99
Man Utd Europe	16.99	16.99
Masterblazer	16.99	16.99
Master Golf*	19.99	19.99
Mega-Lo-Mania*	16.99	16.99
Mercs	16.99	16.99
Miami Chase	-	6.99
Mega Traveller	19.99	19.99
Mig 29	22.99	22.99
M1 Tank Platoon	19.99	19.99
Midwinter	19.99	19.99
Midwinter 2*	22.99	22.99
NAM	19.99	19.99
Navy Seals	16.99	16.99
Nightbreed RPG	16.99	16.99
Nightshift	16.99	9.99
Operation Stealth	16.99	19.99
Off Road Racer	16.99	16.99
Outrun	6.99	6.99
PGA Golf Tour	-	19.99
P.P. Hammer*	16.99	16.99
Pang	16.99	16.99
Pirates	15.99	15.99
Player Manager	12.99	12.99
Platinum	16.99	16.99
Platoon	6.99	6.99
Ploting	13.99	16.99
Police Quest 2	16.99	26.99
Pool of Radiance	-	19.99
Populous	16.99	16.99
Populous 2	19.99	19.99
Populous Promised Land	7.99	7.99
Powerdrome	8.99	8.99
Powermonger Data Disk 1*	9.99	9.99
Power Pack	16.99	16.99
Power Up	19.99	19.99
Prince of Pershia	16.99	16.99
Powermonger	19.99	19.99
Predator	6.99	6.99
Predator 2*	16.99	16.99
Prehistorik*	16.99	16.99

GAME	ST	AMIGA
Projectyle	8.99	8.99
Puzznic	16.99	16.99
Quattro Arcade	9.99	9.99
Quattro Sports	9.99	9.99
R Type	6.99	6.99
R Type 2*	16.99	16.99
Railroad Tycoon*	22.99	22.99
Rainbow Islands	13.99	16.99
Reach for the Skies*	16.99	16.99
Realms*	19.99	19.99
Red Baron*	-	26.99
Red Storm Rising	15.99	15.99
Rotator*	16.99	16.99
Rick Dangerous 2	16.99	16.99
Rise of the Dragon*	26.99	26.99
Robin Smiths Cricket*	16.99	16.99
Robocop 2	16.99	16.99
Robocop 3*	19.99	19.99
Robozone*	16.99	16.99
Rocket Ranger	7.99	7.99
Ruff and Ready	6.99	6.99
Search for the King*	16.99	16.99
Secrets of the Luffwaffe*	19.99	19.99
Secret of Monkey Island	16.99	16.99
Shadow Dancer	16.99	16.99
Shadow of the Beast 2	-	26.99
Shadow Soceror*	-	19.99
Shuttle*	19.99	19.99
Shadow Sorceror*	-	19.99
Shuttle*	19.99	19.99
Skull and Crossbones	16.99	16.99
Sim City	19.99	19.99
Sim Earth*	19.99	19.99
Silent Service	9.99	9.99
Silkworm	6.99	6.99
Slim City Terrain	-	13.99
Ski or Die*	16.99	16.99
Sly Spy	16.99	16.99
Spiderman	16.99	16.99
Speedball	7.99	7.99
Space Ace	26.99	26.99
Space Quest 3	26.99	26.99
Speedball 2	16.99	16.99
Stratego*	16.99	16.99
Strider 2	16.99	16.99
Strip Poker 2 + Data	6.99	6.99
Star Flight	7.99	7.99
Star Flight Hint Bk	-	5.99
Steven Hendry*	16.99	16.99
Subbuteo	6.99	6.99
Supercars 2	16.99	16.99
Super Hang On	6.99	6.99
Super Monaco SP	19.99	19.99
Supremacy	19.99	19.99
Switchblade	6.99	6.99
Switchblade 2	16.99	16.99
Swiv	16.99	16.99
Team Suzuki	16.99	16.99
Team Yankee	19.99	19.99
Teenage Mutant Turtles	16.99	16.99
Terminator 2*	16.99	16.99
Test Drive 3*	-	16.99
Test Drive Compilation	19.99	19.99
The Immortal (1 Meg)	16.99	16.99
Thunderhawk*	19.99	19.99
Toki	16.99	16.99
Toyota Celica	16.99	16.99
Total Recall	16.99	26.99
Track Suit Manager 2*	16.99	16.99
Treasure Trap	6.99	6.99
Triad Vol 3	9.99	-
Turbo Challenge	16.99	16.99
Turbo Challenge 2*	16.99	16.99
Turrican	7.99	7.99
Turrican 2	16.99	16.99
TV Sports Baseball*	-	19.99
TV Sports Football	7.99	7.99
UMS2	19.99	19.99
Viz	16.99	16.99
Walker*	16.99	16.99
War Lords	-	19.99
Wizball	6.99	6.99
Wolf Pack	19.99	19.99
Wonderland	19.99	19.99
World Champ Soccer	16.99	16.99
Wrath of the Demon	19.99	19.99
Wings	-	12.99
Wiz Kid*	16.99	16.99
Yogi & Friends	6.99	6.99
Yogis Great Escape	6.99	6.99
Xenomorph 2*	16.99	16.99
Zak Maraken	16.99	9.99
Z-Out	13.99	13.99

E.A. SPECIAL OFFERS ONLY £8.99

FLOOD	- ST & AMIGA
PROJECTYLE	- ST & AMIGA
BUDOKAN	- AMIGA
INTERCEPTOR	- AMIGA
FERRARI FORMULA 1	- ST & AMIGA
STARFLIGHT	- ST & AMIGA

THIS MONTHS EXTRA SPECIAL OFFER

INDY JONES - ADV
AMIGA ONLY
£11.99

SPECIAL OFFERS AMIGA - £9.99 EACH!!

NIGHTSHIFT
GREMLINS 2
SWORD OF SODAN
ZAK MCKRAKEN

JOYSTICKS

QUICKJOYFIGHTER	10.99
CHEETAH 125+	6.99
CHEETAH MACH 1	9.99
QUICKJOY 2 TURBO	8.99
QUICKSHOT 3 TURBO	8.99
SEGA CONTROL STICK	13.99

BLANK DISKS

UNBRANDED

10 X 3.5" DSDD	5.99
20 X 3.5" DSDD	10.99
50 X 3.5" DSDD	23.99
100 X 3.5" DSDD	49.99
SEGA CONTROL STICK	13.99

BRANDED

3.5" DSDD	(each) 1.25
5.25" DSDD	(each) 0.75

WE'RE EXTREMEMLY NOSEY



We want to know everything there is to know about you. Your name, your sex, what mags you buy, how many times a week you have a bath... we'll leave no stone unturned! What's more, we'll stump up £500 worth of games as a prize for the entry we pick out of the ZERO tombola. Fab, eh? All you've got to do is fill in the answers and tick the boxes on the form, cut it out (or use a photocopy) and send it to:

ZERO's BEING NOSEY AGAIN, Dennis Publishing, 14 Rathbone Place, London W1P 1DE. Please get your entry in by September 30th, 1991 to be in with a chance of winning the stash of games! Thanks for filling in the form.

1. Sex.
- Male ______ a ☐
- Female ______ b ☐

2. Age.
- Under 10 ______ a ☐
- 10-15 ______ b ☐
- 16-19 ______ c ☐
- 20-25 ______ d ☐
- 25-30 ______ e ☐
- 30 Something ______ f ☐

3. Do you go to.
- School ______ a ☐
- College ______ b ☐
- University ______ c ☐
- Work ______ d ☐
- Sign on ______ e ☐

4. How do you obtain your copy of ZERO?
- Newsagent ______ a ☐
- Subscription ______ b ☐
- Borrow one ______ c ☐
- Supermarket ______ d ☐

5. Do you buy ZERO.
- Every month ______ a ☐
- Frequently ______ b ☐
- Occasionally ______ c ☐

6. How many other people read your copy of ZERO?
- 1 ______ a ☐
- 2 ______ b ☐
- 3 ______ c ☐
- 4 or more ______ d ☐

7. Do you use your machine to just play games?
- Yes ______ a ☐
- No ______ b ☐

(If No, state what else you use it for)

______ c ☐

8. Which of these other mags do you buy often?
- The One (ST) ______ a ☐
- The One (Amiga) ______ b ☐
- ACE ______ c ☐
- C&VG ______ d ☐
- Amiga Format ______ e ☐
- ST Format ______ f ☐
- Raze ______ g ☐
- Games X ______ h ☐
- Amiga Power ______ i ☐
- Amiga Action ______ j ☐
- ST Action ______ k ☐
- CU Amiga ______ l ☐
- Viz ______ m ☐
- Smash Hits ______ n ☐
- Q ______ o ☐

9. Would you rather pay less for ZERO WITHOUT a disk?
- Yes ______ a ☐
- No ______ b ☐
- Don't Know ______ c ☐

10. What would you prefer to see cover-mounted to ZERO?
- Disk (Full Game) ______ a ☐
- Disk (Playable Demos) b ☐
- Tips Booklet ______ c ☐
- Games Buyers Guide Booklet ______ d ☐
- Badges ______ e ☐
- Posters ______ f ☐
- Money-Off Vouchers __ g ☐
- Other(please specify) _ h ☐

______

12. How much do you spend on games per month?
- Under £10 ______ a ☐
- £15-£20 ______ b ☐
- £21-£25 ______ c ☐
- £26-£30 ______ d ☐
- More than £30 ______ e ☐
- More than £50 ______ f ☐

13. Where do you buy games?
- WH Smiths ______ a ☐
- Woolworths ______ b ☐
- Menzies ______ c ☐
- Local Store ______ d ☐
- Virgin ______ e ☐
- Boots ______ f ☐
- Mail Order ______ g ☐
- Other(please specify) __ h ☐

______

14. Rate the following ZERO sections... (a= Brilliant, b= Good, c= Fair, d= Poor, e= Crap)
- Ol! ______ a ☐
- Previews ______ b ☐
- Under Wraps ______ c ☐
- Dosh Eaters ______ d ☐
- Features ______ e ☐
- Crystal Tips ______ f ☐
- Hex Life ______ g ☐
- Console Action ______ h ☐
- Competitions ______ i ☐
- Adventures ______ j ☐
- Music Stuff ______ k ☐
- Art Stuff ______ l ☐
- Yikes! ______ m ☐
- Give Or Take ______ n ☐
- Reviews ______ o ☐
- Shorts ______ p ☐
- Deja Vus ______ q ☐
- Budgets ______ r ☐
- Disk Page ______ s ☐

15. List your three favourite games.

First **a** ______

Second **b** ______

Third **c** ______

16. Which types of games do you prefer to play? (Tick boxes.)
- Adventure ______ a ☐
- Arcade Shoot 'Em Up _ b ☐
- Arcade Platform ______ c ☐
- Arcade Adventure ______ d ☐
- Puzzle ______ e ☐
- Strategy ______ f ☐
- Sports ______ g ☐
- Simulator ______ h ☐

17. What helps you in choosing a game?
- Reviews ______ a ☐
- Advertising ______ b ☐
- Packaging ______ c ☐
- Price ______ d ☐
- Disk Demos ______ e ☐

18. What would you like to see more or less of in ZERO? (Tick boxes).

	More of	Less of	Same
PD Software	a ☐	k ☐	u ☐
Techy Stuff	b ☐	l ☐	v ☐
Underwraps	c ☐	m ☐	w ☐
Features	d ☐	n ☐	x ☐
Maps	e ☐	o ☐	y ☐
Console Action	f ☐	p ☐	z ☐
Competitions	g ☐	q ☐	aa ☐
Music Stuff	h ☐	r ☐	bb ☐
Art Stuff	i ☐	s ☐	cc ☐
Reviews	j ☐	t ☐	dd ☐

19. Which of the following machines do you curently own/plan to buy in the next 12 months?

	Currently Own	Plan To Buy
Amiga	a ☐	n ☐
ST	b ☐	o ☐
PC	c ☐	p ☐
Nintendo Ent. System	d ☐	q ☐
Sega Master System	e ☐	r ☐
Gameboy	f ☐	s ☐
Game Gear	g ☐	t ☐
Atari Lynx	h ☐	u ☐
Sega Mega Drive	i ☐	v ☐
Super Famicom	k ☐	w ☐
PC Engine	k ☐	x ☐
Neo Geo	l ☐	y ☐
Other (please state)	m ☐	z ☐

______ ______

Name ______

Address ______

______

______ Postcode ______

Tel No ______

I'd like software on the following format (if I win that is)

______

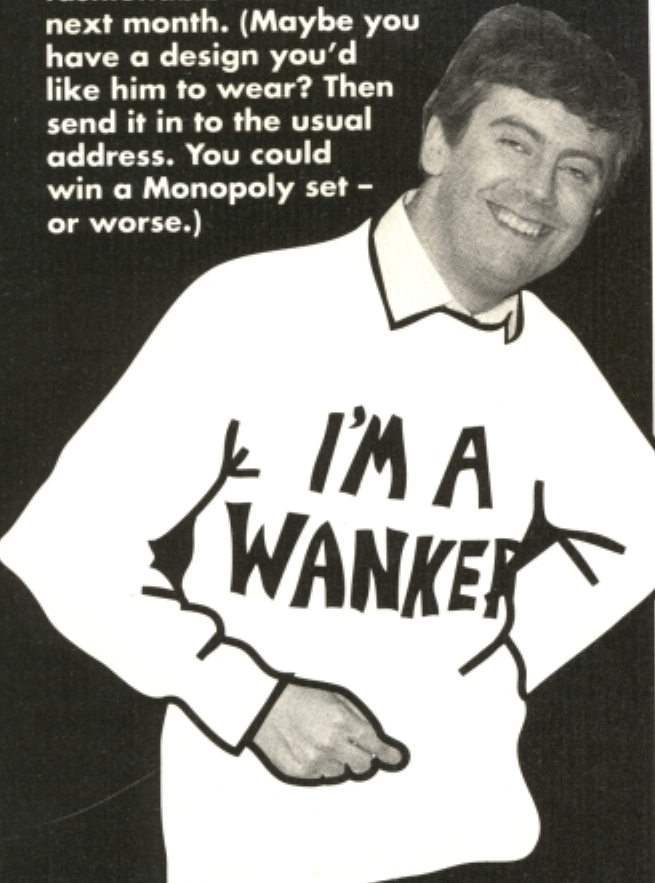
yikes!

THE READERS' PAGES

Send all your old crap to **Yikes! ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE** – there might even be a rather super free 'gift' in it for you (if we feel like it).

GILES' JOLLY JUMPERS

What a scamp Giles Brandreth is, eh? Not content with his many TV appearances, after-dinner engagements and title of British Monopoly champion, he's now going to become a Tory MP as well. Hoorah! Just what the country needs. To celebrate his decision, we're adding to his already massive pullover collection with a design kindly sent in by Mrs J. T. Buttermountain of Worcs. We think it's very fetching and hope you all agree. Thanks, Mrs B. More from the fashionable Brandreth collection next month. (Maybe you have a design you'd like him to wear? Then send it in to the usual address. You could win a Monopoly set – or worse.)



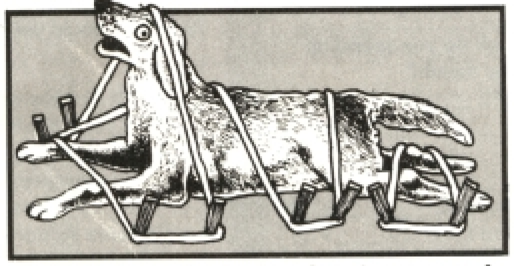
THE yikes!

Ever wished Yikes! had a puzzle page? No? Well tough, because this month it has (and if you don't like it then you can bog off.) Eh? Oy... come back, we didn't really mean it! Er, look, there are questions for everyone: the whole family and a neighbour in fact, so get them all together. Yup, it's funtime for everybody, with some absolutely fabulous prizes to be won into the bargain*, so you'd be crazy to turn away now. Oh... and good luck!

QUIZ ONE

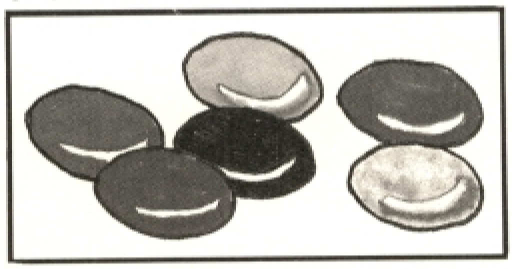
For The Kiddies – get all three right and you could win yourself a light blue 1972 Ford Zephyr with automatic transmission.

QUESTION A: How many pieces of rope are securing the dog to the ground?



ANSWER: I think the dog is secured to the ground by ________ pieces of rope.

QUESTION B: Here's a picture of some Smarties – but Mr Greedy Guts has eaten one of them. Which colour Smartie has he eaten ?



ANSWER: Mr Greedy-Guts has eaten the ________ Smartie.

QUESTION C: Which member of *Rainbow*'s songwriting trio Rod, Jane and Freddy has had a nose job?
ANSWER: I think ________ has had a nose job!

QUIZ TWO

Just For Dad – get them all right and 20 bottles of vintage port are yours for the drinking.

QUESTION A: If Peter is 20 and his Hell's Angel brother 'Snake' is half his age again, how old will 'Snake' be when Peter reaches 35?

ANSWER: I think 'Snake' will be ________

QUESTION B: If you walked into a pub and ordered a Carrack, what would you expect to receive from the barman – a double scotch with lime juice and apple or a large European merchant ship of the 14th century?
ANSWER: I think the barman would give me ________

QUESTION C: Why does the "20% EXTRA FREE" strap on any product, from food through to washing up liquid, take up far more than 20% of the actual label size?
ANSWER: Simple, it's because ________

QUESTION D: When the car breaks down, what exactly is it you do for twenty minutes underneath the bonnet (before you slam it shut and go to phone the RAC bloke)?
ANSWER: Now don't you ________

QUIZ THREE

This One's For Grandad, and could earn him a signed copy of* Fighting Ships Under Fighting Sail *– an historic account of the Battle of Trafalgar by A. J. P. Taylor.

QUESTION A: Why do you always pretend that you were one of the crack RAF Lancaster pilots who took part in the World War II 'Dambusters' mission, when, according to Gran, the nearest you ever got to the cockpit of a Lancaster Bomber was when you once had to clean all the dead flies and things off one as a punishment after fouling up on drill?
ANSWER: The reason for my deception is that ________

QUESTION B: Why is your head as bald and shiny as the surface of the mirror on the Hubble Telescope?
ANSWER: It's because ________

***Subject to availability.**

PUZZLE PAGES

QUESTION C: Why do you spit crumbs of food onto the tablecloth every time you eat a meal, and why do you sometimes dribble when you drink fluids of any description?
ANSWER: Again this is ____________

QUIZ FOUR

For Gran Only, with no help from anybody else – but if she does well it could mean a trip of a lifetime – an all-expenses-paid day out pot-holing in the Peak District with lovable cockney comic Jim Davidson and his mate 'Chalkie'.

QUESTION A: Why do you cover your face with what I must assume is pink talcum powder? And why don't you rub it in properly? (It comes off on everything you come into contact with).
ANSWER: Get off you ____________

QUESTION B: Why do you look to the Queen as your 'fashion guru'? Let's face it, she's past caring and it's about time she handed over to Charlie boy. Come on – loosen up, Gran!
ANSWER: Well I never ____________

QUIZ FIVE

For Mum. Can she score a quadruple? Let's hope so, because if so, she could be on her way to Lords... for an all-expenses-paid weekend watching England getting beaten at cricket by someone who's not meant to be as good at it as they are. Howzat!

QUESTION A: Why, when I was ten, did you never teach me how to prepare a potato sandwich?
ANSWER: But I never ____________

QUESTION B: Why on earth do you watch so much crap on television? (It's no wonder the ironing never gets done.)
ANSWER: Look here... ironing's ____

QUESTION C: Yes, but that still doesn't explain why you watch so much crap on the television, does it? *Blind Date*, for instance. And what about *Casualty* and *The Flying Doctors*? And that's just the tip of an extremely useless iceberg.
ANSWER: I don't actually ____________

QUESTION D: Fair enough, but you ARE a regular *Flying Doctors* viewer, aren't you? There's no denying it. You clockwatch from about three thirty onwards, and then at ten past five it's straight on with BBC1!
ANSWER: Look, if I ____________

QUIZ SIX

For Brian The Next Door Neighbour. Yes, he can join in too – and he'll almost certainly want to, what with the £28 worth of garden furniture we're 'giving away'.

QUESTION A: Why on earth do you have to wash and wax your bloody car every four days – even though it's not in the slightest bit dirty?
ANSWER: I don't have ____________

QUESTION B: Why have you got such a stupid haircut? Is your barber related to 'prankster' Jeremy Beadle or something?
ANSWER: I'll give you ____________

QUESTION C: I saw your wife naked in the kitchen last week and took a photograph which I've sent to the Readers' Wives section of *Fiesta*.
ANSWER: That just about ____________

Right. How do you all think you did? Check the answers below to find out...

ANSWERS...

QUIZ ONE
For the kiddies...

QUESTION A: The dog is secured by five pieces of rope.

QUESTION B: Mr Greedy Guts has eaten the BROWN Smartie.

QUESTION C: It's JANE who has had a nose job!

QUIZ TWO
Just For Dad...

QUESTION A: 'Snake' is destined to die in a knife-fight two years from now, so the correct answer is: it'll be the thirteenth anniversary of his death.

QUESTION B: A large European merchant ship of the 14th century.

QUESTION C: Simple – it's because the manufacturers in question are trying to con extremely stupid people out of their money.

QUESTION D: Now don't you get lippy with me – I'm just checking the carburettor for blockages. If I had all the right tools I could do the job myself, but I may as well make use of my Five Star breakdown cover. You don't own a dog and bark yourself, do you?

QUIZ THREE
Grandad's Turn...

QUESTION A: The reason for my deception is that, er... did Gran really tell you that? The old bag! Shows how much she knows, doesn't it. I flew with the best of them, I did – no word of a lie – Douglas Bader and me were 'like that' as they say! Chums, we were! I've got a photo somewhere.

QUESTION B: It's because my levels of testosterone are so incredibly high. Sean Connery's the same. Sean and me used to play golf together when we were in the RAF, you know. We both scored a hole-in-one on a par five at St Andrews once. A 550 yard drive. From the tee to the green with a seven iron. I've got a photo somewhere.

QUESTION C: Again this is down to my incredibly high testostorone levels. Henry Cooper does exactly the same as it happens. He was my co-pilot in the Battle Of Britain, you know. Did I ever tell you that? Me and Henry brought down the Red Baron with one bullet. I've got a photo somewhere.

QUIZ FOUR
For Gran Only...

QUESTION A: Get off you cheeky little bugger – you're not too old for a smack, you know. None of my other grandchildren would speak to me like that. Oooooh! No respect, that's your problem.

QUESTION B: Well I never would have believed it. Oooooh! That's your Queen you're talking about now. Manners is what you need. A bit of national service in the RAF kitchen corps wouldn't do you any harm – it was good enough for your Grandad and taught him to look to his betters. Ooooooh!

QUIZ FIVE
For Mum...

QUESTION A: But I never realised you wanted to be taught how to make a potato sandwich. Anyway, what's all this about potato sandwiches? I don't make potato sandwiches myself – I never have done come to think of it. Ooooh – are you winding me up?

QUESTION B: Look here... ironing's not my sole reason for existing, you know. If you want anything ironed in a hurry and I haven't done it, well, you know where the ironing-board's kept, don't you?

QUESTION C: I don't actually watch *Blind Date* – it just so happens to be on at the same time as I put my legs up and have my early Saturday evening cup of coffee. And as for *Casualty* – well, I never watch that at all.

QUESTION D: Look, if I want to watch *The Flying Doctors* then I think it's my perogative, don't you? Besides, it's a very educational show – and I bet I know more about the life of the average Australian bush doctor than you. Now leave me alone, it's time for *Murder She Wrote*. (*Aha! Ed.*)

QUIZ SIX
Brian The Neighbour's Turn...

QUESTION A: I don't have to answer to you, you know – it's my car and if I feel it needs a wash and a wax then It'll get a wash and a wax, okay? Anyway, if there were more clean cars on the road there'd be fewer accidents. It's a fact. *The Daily Star* did a survey.

QUESTION B: I'll give you Jeremy Beadle in a minute, you little shit!

QUESTION C: That just about does it. Come here and fight!

(That's the end of the quiz. Ed.)

GIVE OR TAKE

Do you remember *Noel Edmonds' Swap Shop*? Do you even remember Noel Edmonds? No? Well nor do we! However, this page is a sort of *Swap Shop* on paper. If there's something you want to buy, sell or just tell the world about, this is the place for you. Adverts are free, but we can't accept software sales (piracy is still a capital offence) and trade ads will have to use Launch Pad (and bloomin' well pay for it too!)

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- ST PD – send your lists to: Chris Palmer, 27 Stanmer Villas, Brighton, East Sussex, BN1 7HQ. We swop, sell and buy P.D. All P.D 99p a disk inc. p&p. It's uncanny!
- Absolutely desperately want issue 2 of ZERO! Is there anyone out there who has it? Phone Paul: (0272) 868 863 after 4pm. Paul Longega, 11 Manor Road, Keynsham, Bristol, BS18 1RA.
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- Cool dudes for Amiga swopping wanted. Lists and disks to Riki Pinter, Robotnicka 5, 83703, Bratislava, CSFR.
- Young (25) Japanese Amiga/ Console/FM Towns Gamer wants worldwide contacts. Latest hot stuff! Write: Sean, 3-6-22 Nanamatsu-Cho, Amagasaki, Hyogo 660, Japan.
- I am 12 years old, would like a boy penpal who also has an Amiga 500. Likes most sports. Contact Simon Davies, 27 Fairmeadows, Cwmfelin, Mid Glamorgan, S. Wales, CF34 9JL.
- IBM contacts wanted to swop games, hints etc. Write (with a list) to: Ole Jakob Skjelten, 6240 Sjoholt, Norway.
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LONELY HEARTS

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- Two mature males, 15 years old, seek two sexy females 15 years or older to share some good times. Please send photo. Tom and Kevin, 66 Glamis Close, Cheshunt, Herts, EN7 6JD.

MESSAGES AND EVENTS

- Jean Michel Jarre! If you are interested in Jarre, then write to: Bryan McPhail, 14 Wentworth Sq, Kilwinning, Ayrshire, Scotland, KA13 6RQ. Please state ZERO 20.
- Hi to all my best girl mates, Nasim, Femida, Samira, Rukaya, Sajeda especially Seema. Lots of love to all of you. Hope to see you around. From the Mega... *(Hang on, we're not allowed to print that!! Ed.)*
- Yo dudes! Check out this hot BBS. Quantum BBS (021) 707 0681 up to V22BIS MNP5. Call now or else.
- Hi to all my best mates, Andy, Clive, Moh, Shoyab. Pity no more school to mess about in. Good luck with exams and all the best for the future. Pritash.
- You Geordie Gits think you're so hard and cool. You wear poofy dungarees and paisley shirts and hang around the Metro Centre nicking pennies from the fountain. Stupid dorks.
- Hi and thanks a million to Daniel P, Posh Kid, Paul the broccoli sculptor, Li'l Tom, Mark S, Andrew H, Mr. 64 Buxton Rd (thanks for the flowers), Ian T, Big Al the squaddie, James B, Michael "Shakespeare" S, Dale W, Eugene, K Woods and anyone else who wrote to the ZERO art and production girlies.
- Happy birthday to SG from Becca.

BIRTHS, MARRIAGES, DEATHS, AND DIVORCES

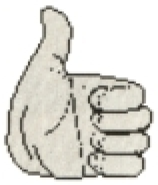
- Callum and Nicola. It's official! Hurrah! (I thought I would tell the entire nation this because if I didn't Lyndsey would anyway!) P.S Does she know about Rebecca?
- Death by suicide, my Atari 520 ST threw itself out of the window 'cause its owner could not figure out how to cheat in *Space Harrier*, *Bombjack* and *Outrun*.

STOP

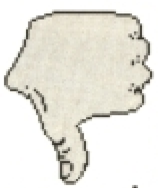
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HOW TO DO THINGS VERY EXCELLENTLY INDEED

By Dave Excellent



Hello, perfection fans. It's Dave 'Excellent By Name, Excellent By Nature' Excellent here again, with some tips on how to be... well, excellent basically. So what about that quiz, eh? Did your family get everything right? I know mine did, even though I haven't phoned them (I'm telepathic you see), and I must say – Granny Excellent is certainly looking forward to her day out in the Peak District (if she can find time to fit it in... at 85 she's still a very active cave-diver, setting new world records every day of the week). But that's enough about the competition and my brilliant relatives, because I've got to tell you about my latest excellent exploits. "Is there the space though?" I ask myself, but of course there is the space – I'm far too excellent to find myself in the position of being unable to squeeze everything in. Forethought you see, that's what Dave Excellent's reknowned for. Forethought and organisation. You won't find David Excellent running out of room before he's told you just what brilliant things he's been up to since last he spoke. No siree! Why, only the other day I was telling... *(Guess who's just run out of room? Ed.)*



Dave's obviously not quite as excellent as he thinks he is, eh? Here's a little problem for him to try and solve which'll prove beyond any doubt how crap he really is...

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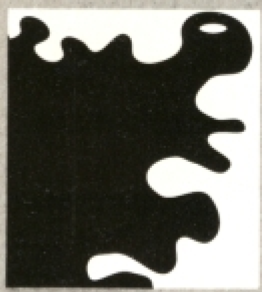
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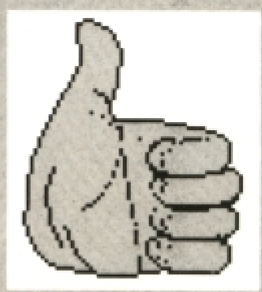
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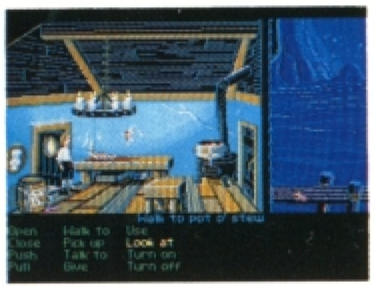
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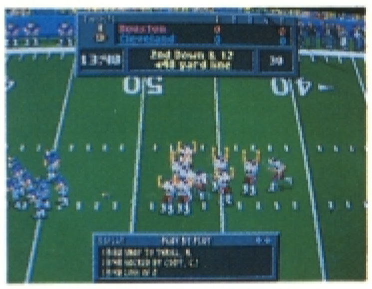
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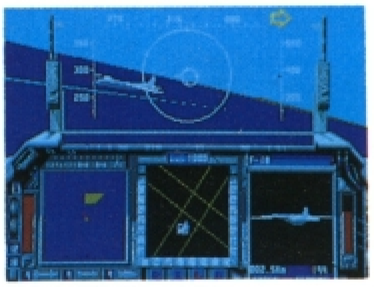
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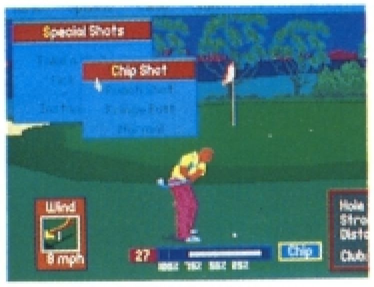
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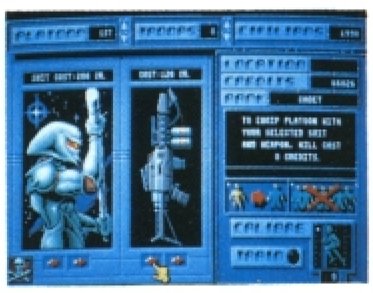
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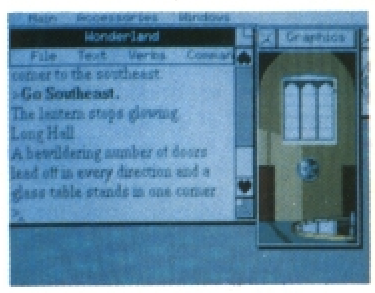
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ISSUE TWENTY-THREE ZERO Apparently, it's illegal to peel oranges in hotel rooms in Los Angeles. (?) SEPTEMBER 1991

ZE

GAMES ST AMIGA PC C

1 Er, excuse me, um... this is a newsagent's and you're er... topless... um, and there are children present. Please ask your newsie for another disk so you can cover yourself up right now. It's an outrage! Mumble, mumble...

FAB *DOUBLE DISK* ISSUE!!!

2 Look um... I'm sorry to bother you, um... but we can see your bottom now. Will you please ask the newsagent for another disk for the sake of public decency. A grown person like you – you ought to be thoroughly ashamed of yourself. Mumble mumble...

